THE OFFICIAL SEGA SATURN MAG

PANZER DRAGOON SAGA: FIRST PICS INSIDE!

SEGA SATURN MAGAZI

SEGA No.1 FOR SATURN

ISSUE 19 £4.50
MAY 1997

05

9 771360 942989

emap. images



QUAKE EXCLUSIVE!

PC MEGAGAME COMES TO SATURN... AND IT WILL BLOW YOU AWAY!

PLAYABLE DEMOS:

- DIE HARD ARCADE
- SONIC 3D
- VIRTUAL ON

AND LOADS MORE!

NO CD? DEMAND SATISFACTION FROM YOUR NEWSAGENT IMMEDIATELY!
WE REGRET THAT THE CD PROMOTION IS NOT AVAILABLE TO THE READERS OUTSIDE THE UK

PLUS! PANDEMONIUM SATURN BOMBERMAN FIFA SOCCER '97 SPACE JAM BLACK DAWN SHINING THE HOLY ARK RETURN FIRE BEDLAM JURASSIC PARK 2: THE LOST WORLD & MORE!

THREE INCREDIBLE ONE INTENSE

Run, shoot and drive your way through all three Die Hard movies in one explosive epic.

Die Hard



Die Hard 2: Die Harder



ADVENTURES. GAME.



With three different game types and over 45 high impact levels, all you need to do is **PLAY HARD, DIE HARD!**

Die Hard With A Vengeance



PlayStation | SEGA SATURN | WINDOWS 95 | FOX INTERACTIVE

www.foxinteractive.com

CONTENTS

EDITORIAL
Editor **Richard Leadbetter**
Company Art Editor **Dave Kelsall**
Deputy Editor **Matt Yeo**
(soon to be) Art Editor **Jason McEvoy**
Deputy Art Editor **Nick Paterson**
Staff Writer **Lee Nutter**
Staff Writer **Stephen Fulljames**
Tips Department **Phil Dawson**

Contributors **"Manual" Daniel Jevons**
Japanese Liaison **Warren Harrod**
Cover Art & massive thanks again to **Cheeky Monkey & Joe Young**

ADVERTISING
Commercial Director **Sandra McClean**
Group Ad Manager **Liza Hawkes**
Software Manager **Chris Perera**
Agency Sales Manager **Paul Lanzarotti**
Agency Sales Executive **Genene Dick**
Mail Order Sales **Justin Wakeman**
Advertising Assistant **Annabel Green**
Ad Production Manager **Emma Minford**
Ad Production Executive **Ryan Boundy**

MARKETING
Marketing Executive **Claire Matthews**
Product Manager **Kirsten Ritchens**
Marketing Designer **Andrew Cunning**

Facilities Manager **Robert McBride**

BIG BOSSES
Publisher **Andy McVittie**
Executive Publishing Director **Sarah Janes**

REPRO
Systems Manager **Sarah-Jane Leavey**
Systems & production co-ordinator **Sarah Best**

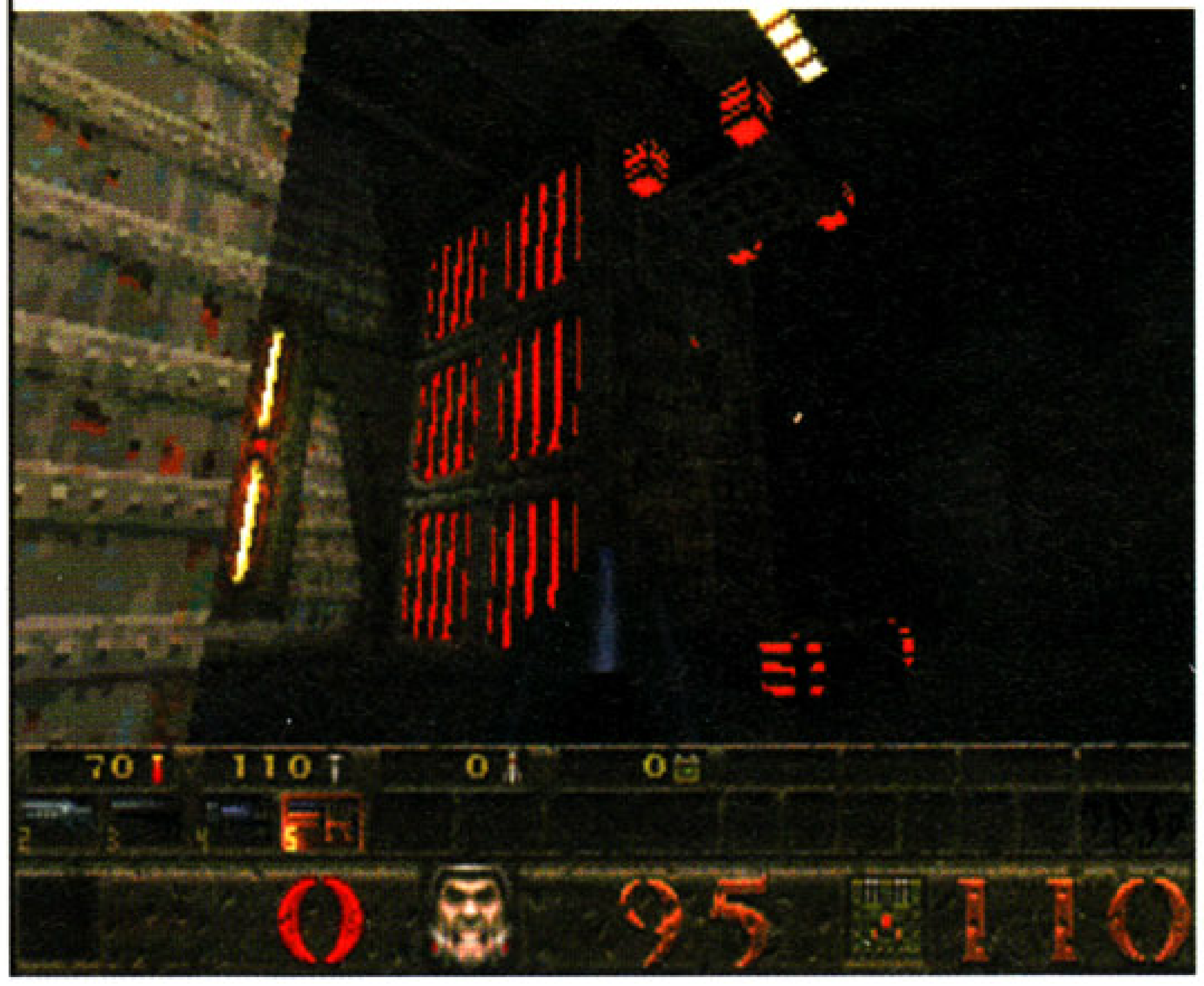
SEGA Liaison **Mark Maslowicz**

Editorial Contact **37-39 Millharbour, The Isle Of Dogs, London, E14 9TZ. Telephone: (0171) 972 6700 (no tips calls) Fax (0171) 972 6701**

Distribution **BBC Frontline**
Printing **Cooper Clegg and Spottyswoode Ballantyne.**

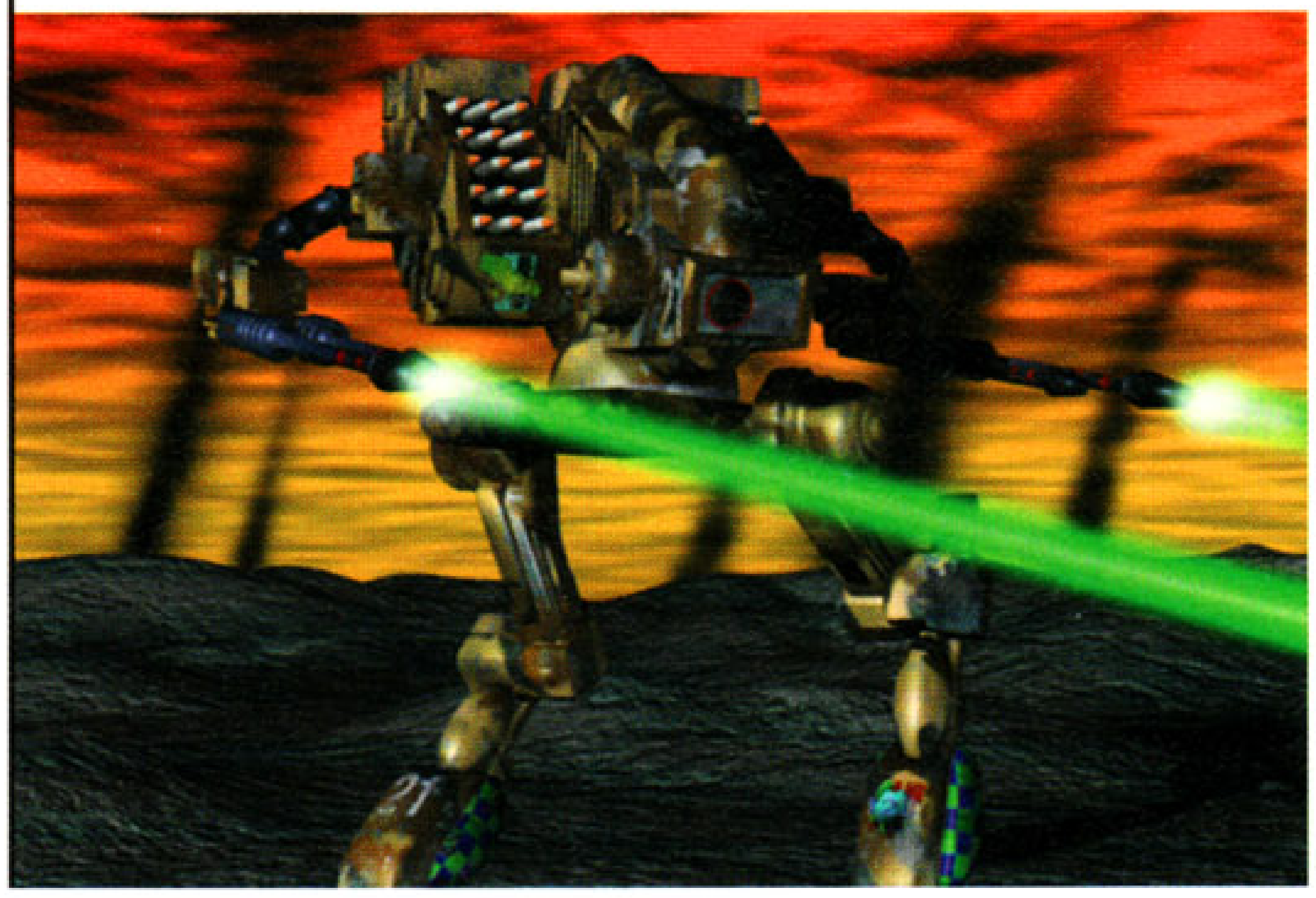
COVER STORY

Another month, another world exclusive. Ask any PC owner what the best game for their machine is and chances are the word "Quake" will issue forth from their mouth. And rightly so. SEGA SATURN MAGAZINE was the first to break the story and now we're the first to reveal the first work on the amazing Saturn version! Read all about it!



COMING SOON

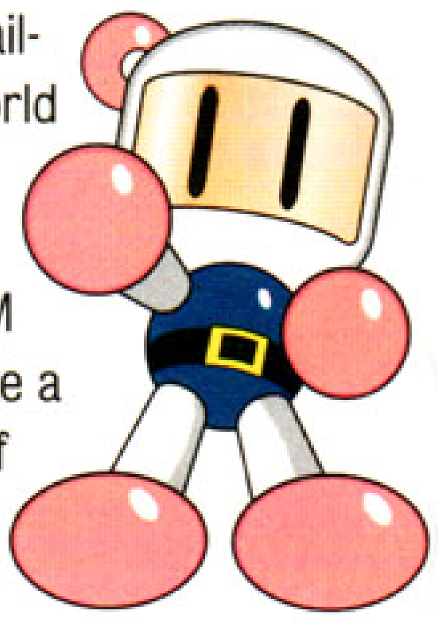
It was brilliant on the PC. It's getting rave reviews on the PlayStation. Now Mechwarrior 2 is heading for the Sega Saturn... and guess what? It's yet another SEGA SATURN MAGAZINE exclusive. Check out the Saturn version in all its glory!



Crystal Dynamics' 3D visual PlayStation epic hits the Saturn in real style with what must be a near pixel-perfect conversion - light sourcing, transparencies and all! Of course when a quality product like this comes along you can expect SEGA SATURN MAGAZINE to scoop the exclusive. Which curiously enough, we have...

SHOWCASES

Visually it's one of the simplest Saturn games available and yet... and yet it's one of the most fearsomely addictive titles available on any machine in the world ever! And it's got a simultaneous TEN-PLAYER mode! All is revealed in the obligatory SSM showcase coverage as we take a look at the final PAL version of Saturn Bomberman.



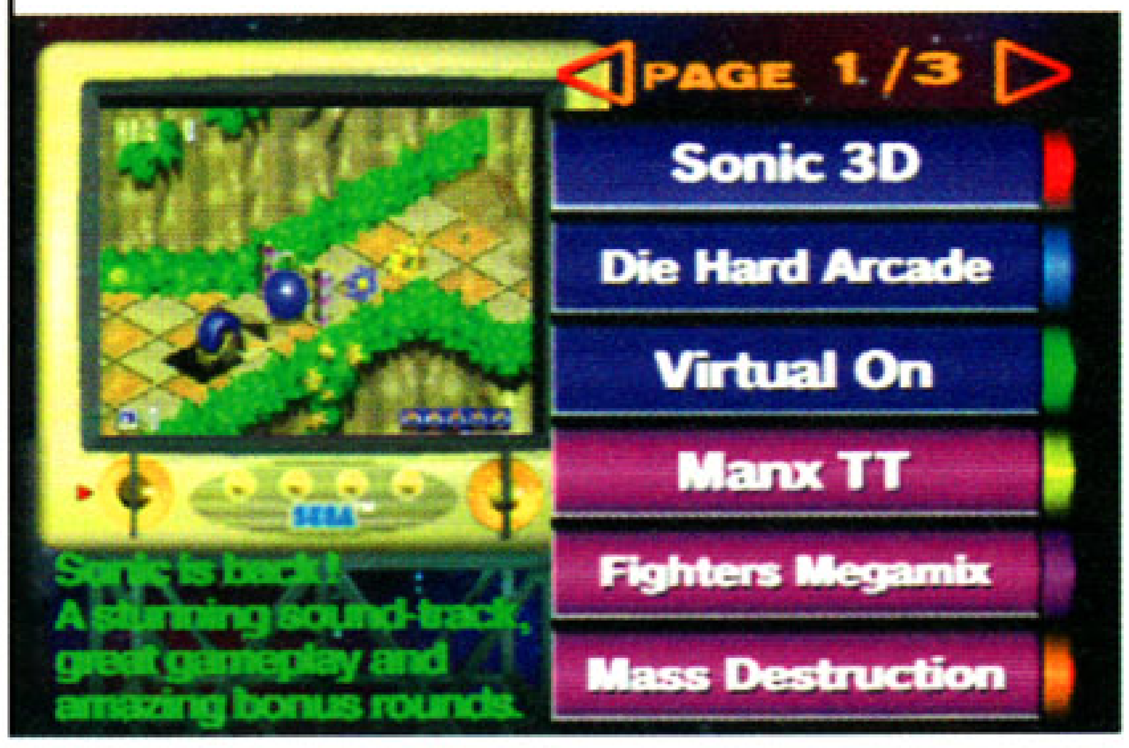
It's been said before, but we'll say it again: when Core Design have a new game for the Saturn the world sits up and takes notice! Core have once again delivered a quality videogame and in keeping with their reputation for innovation it's quite unlike anything else seen on the Saturn... Intrigued? Yeah we thought you would be...

BIG IN JAPAN

This month once again SEGA SATURN MAGAZINE petitions the powers that be to bring across a quality videogame from Japanese to European shores. This month it's SNK's beat 'em up for the hardcore gamer: King of Fighters '96!

ON THE CD

SEGA SATURN MAGAZINE has plans to increase the amount of cover-mounted CDs we produce... and with that being the case, we reckon that some in-depth information on getting the most out of the demos featured would be in order. Hence this new section of the magazine imaginatively entitled (cue fanfare) On The CD...worth the showcase we have awarded it!



SUBSCRIPTION RATES
UK £33.00 **Airmail Europe** £46.00 **Airmail Zone 1** £73.00 **Eire** £46.00. **These rates include postage and packing.**

SUBSCRIPTION/BACK ISSUES ENQUIRIES
Sega Saturn Subscriptions, Sovereign Park, Leicester LE87 4PA. LE16 9EF. Phone (01858) 435350


Art © Cheeky Monkey & Joe Young

12



22

30



PREVIEWS

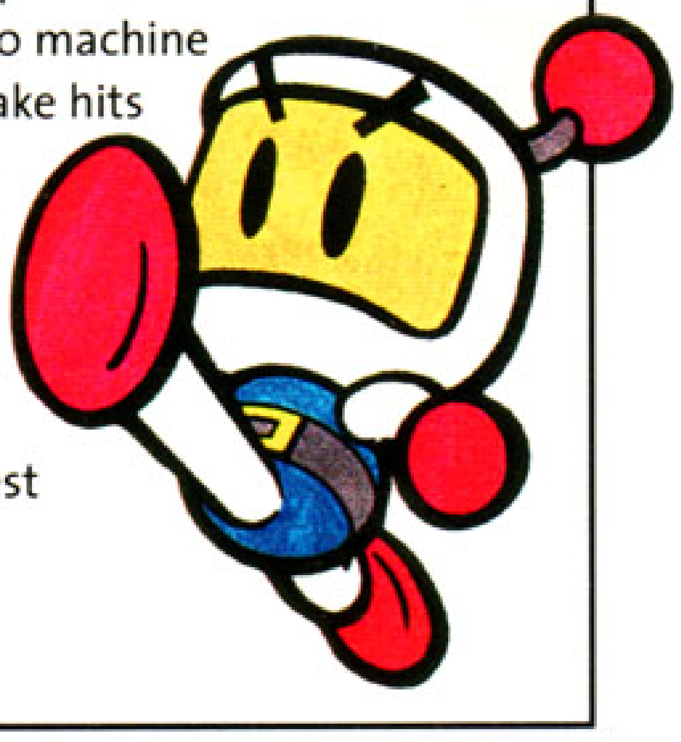
REVIEWS

REGULARS

TIPS SPECIALS

NEWS

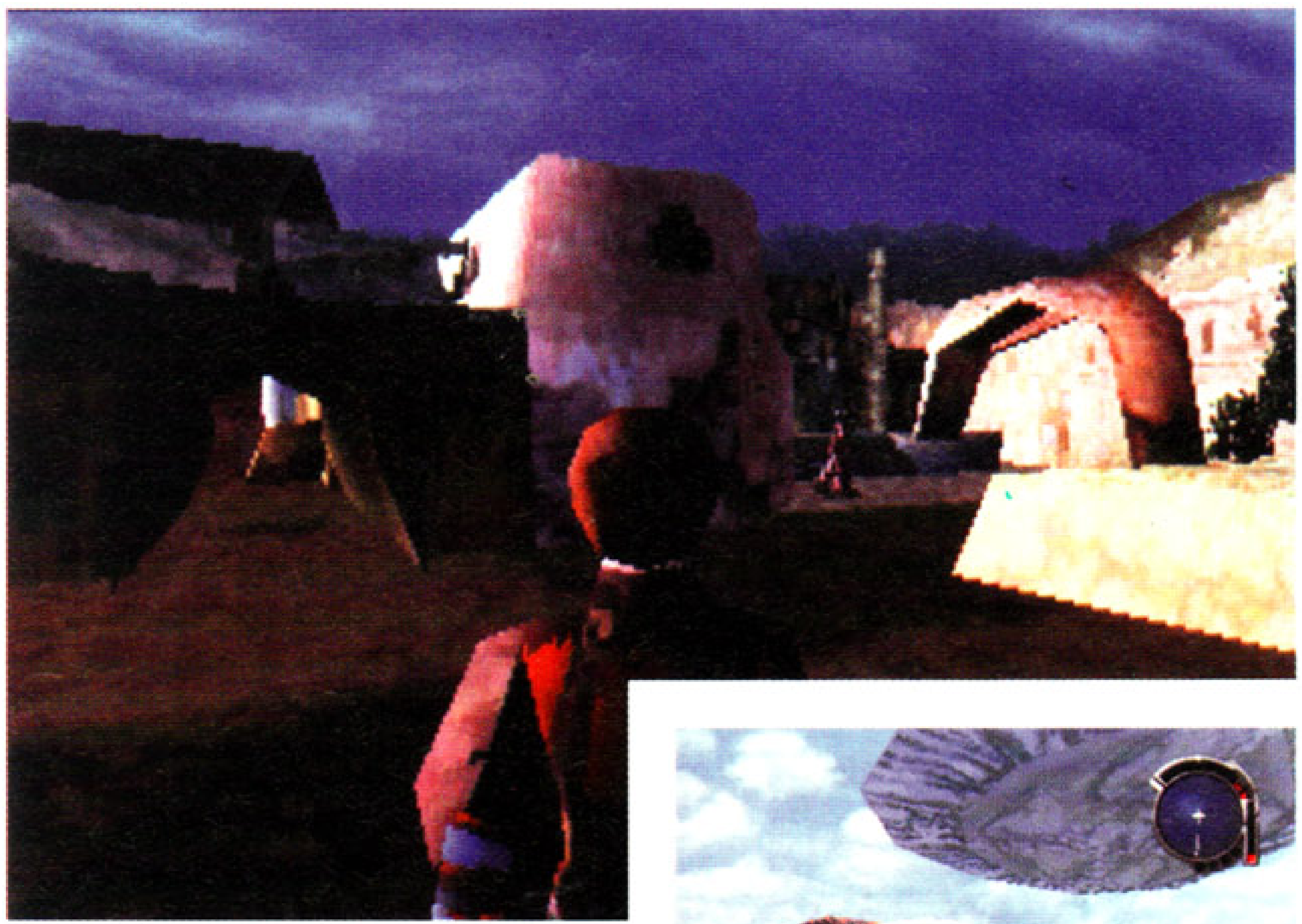
On November 22, 1994 I paid the princely sum of £650 for my import Sega Saturn, complete with Virtua Fighter 1. These days you can pick up an official machine with Virtua Fighter 2 and Sega Rally for a piffling £170! A brilliant machine with two of the best games ever for that price? It's unbelievable! New software on the horizon promises to take that same machine onto new levels of excellence: by Christmas this £170 machine will be mimicing a £1000 PC when the technically outstanding Quake hits the shops (I guarantee that you won't believe how good this translation is). And who knows what other wonders Sega will reveal? The new Sonic game, Panzer Dragoon Saga and Virtua Fighter 3 promise to push the Saturn still further! £170. With VF2 and Rally. I still can't believe it. As far as I'm concerned, if it's quality gaming you're after as opposed to quantity, the Saturn remains the very best console out there... And at that price everyone should have one!

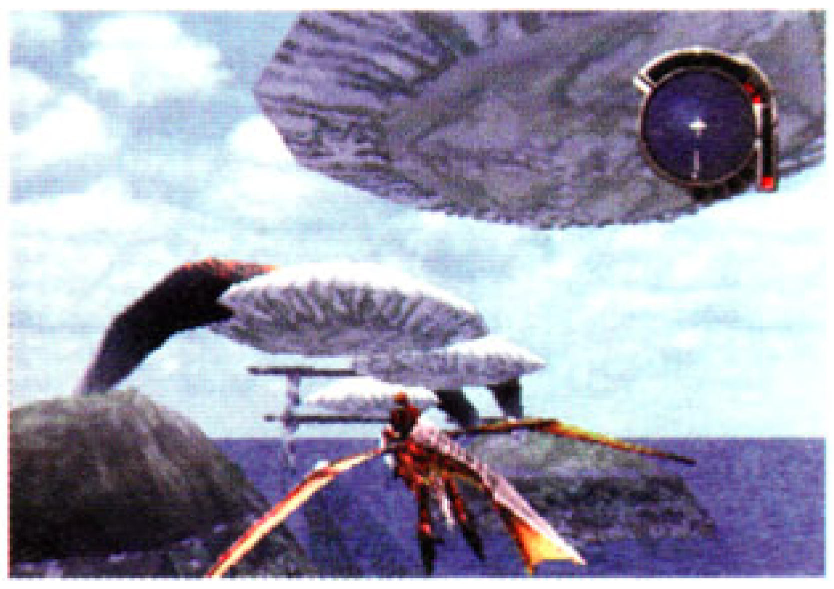


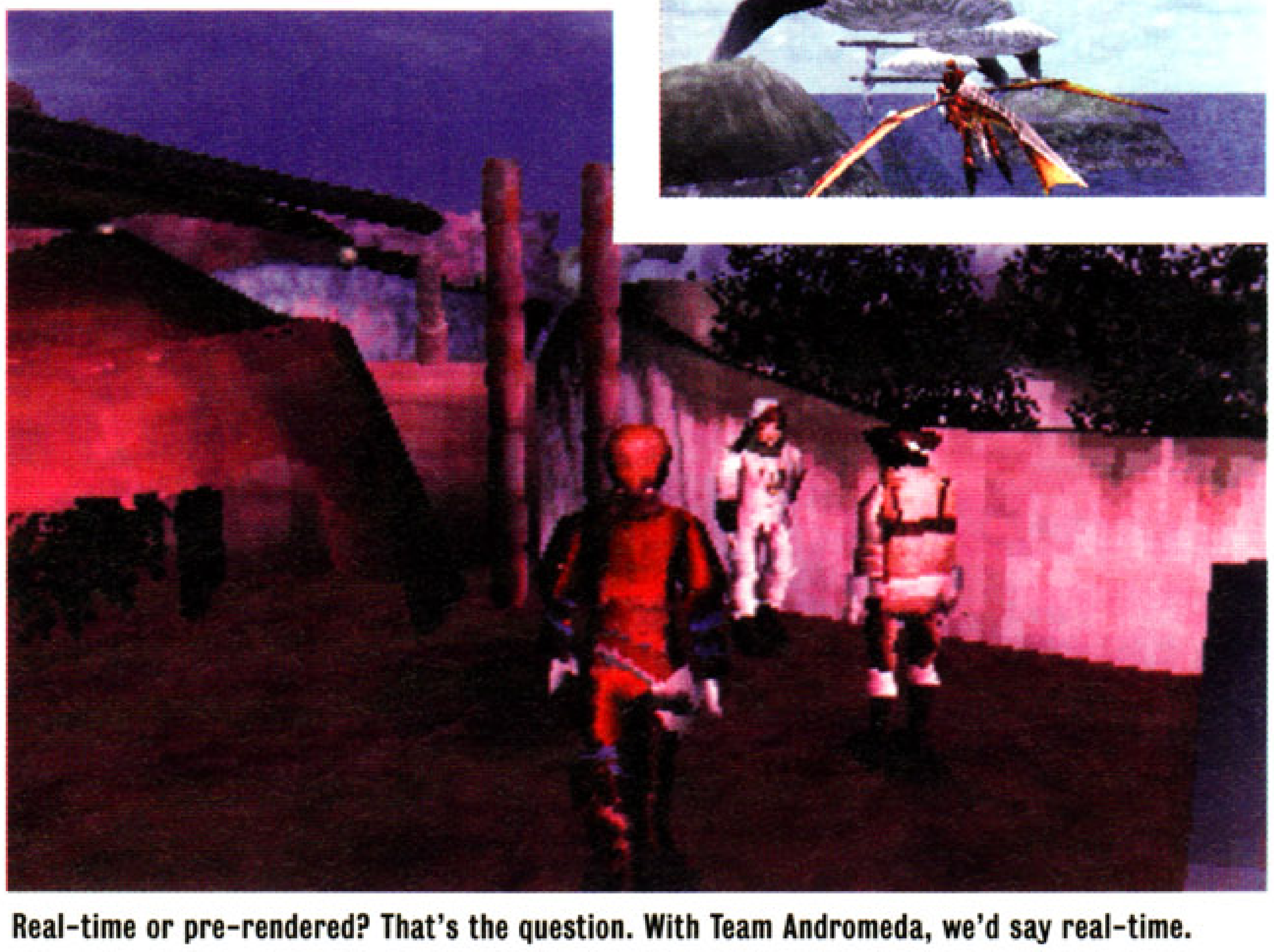
Richard Leadbetter,
Editor

THE RUMOURS ARE TRUE...

INTRODUCING THE PANZER DRAGOON RPG!







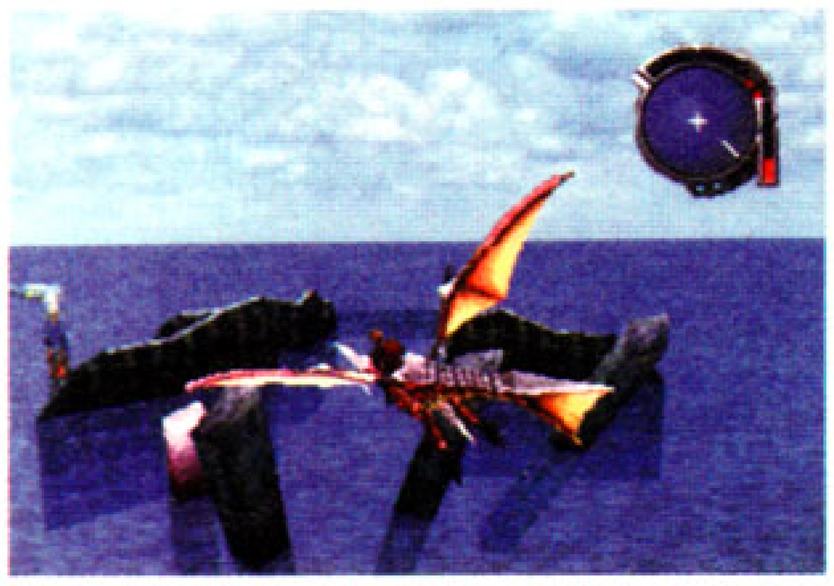
Real-time or pre-rendered? That's the question. With Team Andromeda, we'd say real-time.

Long rumoured to be the BIG announcement at the forthcoming Tokyo Game Show in April, SEGA SATURN MAGAZINE can scoop the globe in bringing you the very first screenshots of Team Andromeda's most incredible title to date (high praise indeed when you consider the Panzer back-catalogue). As rumoured, their new title is an absolutely brilliant-looking role-playing game with huge amounts of action crammed in.

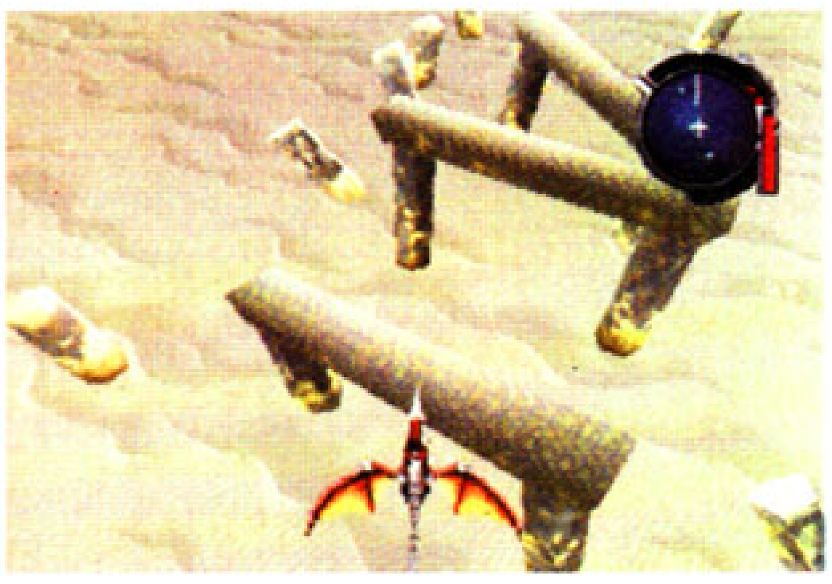
Think Panzer Dragoon. Think spectacular visuals. As you can see from our exclusive shots, Team Andromeda have done it again with 3D visuals the like of which we've never experienced before. Role-playing games are usually quite dull in the visual department, relying on combat systems and involving plot-lines to grip the player. Andromeda aim to take the best that RPGs offer and combine it with the sort of quality graphics their fans have come to expect. Having conquered the third person shooting genre with Panzer Zwei (a game that still hasn't been equalled visually by any PlayStation or N64 product), Andromeda promise to deliver the greatest RPG ever!

At the moment, specific details have yet to be released by Sega of Japan... only the name: Azel: Panzer Dragoon RPG (likely to become Panzer Dragoon Saga over here) However, it's pretty clear to see that Andromeda's game features two distinct sections woven together by a common ground of awesome graphics. The first is what is presumably the RPG exploration section, viewed from a third person perspective (behind the Dragoon Rider). The second is a Dragoon-riding extravaganza, which appears to employ multiple perspectives - not just behind the beast as in previous Panzers. At the moment, the graphics on this section appear very close to what we've seen in Panzer 1 - however, it's a dead cert that all-new sections (as well as other familiar areas) will be featured as Andromeda expand the fantastic world of Panzer Dragoon.

This certainly looks like being yet another brilliant Saturn exclusive title and we must admit to being very excited by it. That being the case, expect more exclusive news soon!



Action sequences are similar to old Panzer...





PURE CLASS

It's always heartening to see new UK based developers setting up shop and producing top quality Saturn titles and so it's with a big manly hug that we welcome Pure Entertainment to these pages, a cracking bunch of folk who are busy toiling away on a couple of super secret titles even as we speak. Formed in early '96, Pure have already signed deals with both Eidos and Psygnosis and will unleash their first Saturn offering in time for Christmas 1997. The aptly named Lunatik is a fast-paced 3D shoot 'em up that could inject a lot of life back into a fairly stale genre. We recently took an EXCLUSIVE sneak peek at the game's development process and were suitably impressed with what could be a real sleeper hit. This screenshot fails to do Lunatik justice, you'll have to see this blaster in motion to fully appreciate just how smooth Pure's creation is. Remember where you read it first... and expect SEGA SATURN MAGAZINE to have more in a forthcoming issue!



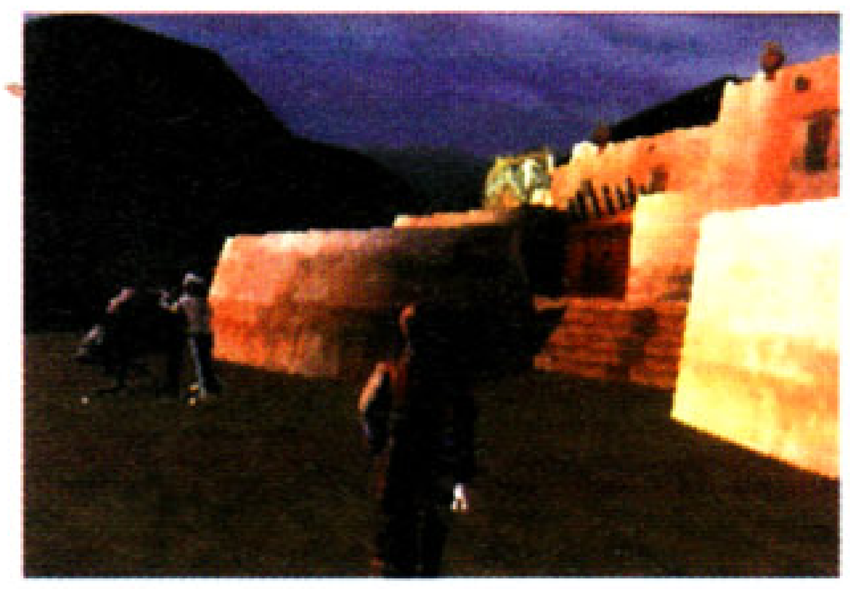


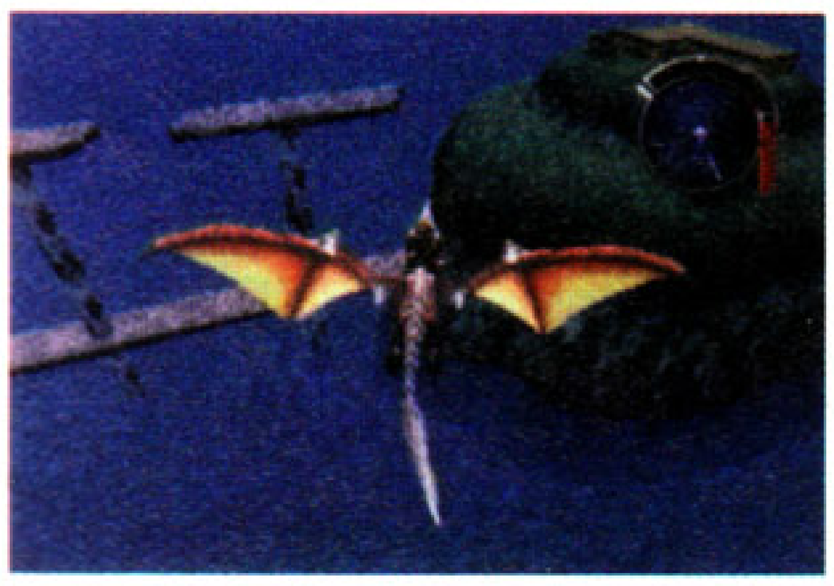




Here we see our hero approach a baby Dragoon... perhaps leading to an action sequence?









Very little in the way of details have escaped from Team Andromeda or Sega of Japan. Suffice to say that Azel - Panzer Dragoon RPG (as it is known in Japan) is one of the Saturn's most anticipated titles, and Sega are sure to give this game a massive push. And remember: these are just the first shots. The first shots of Panzer Dragoon and its sequel showed little of the final games' glory and we fully expect this to be the case with Panzer Dragoon Saga!

TOKYO GAME SHOW DRAMA

On April 4, 1997 the Tokyo Game Show opens and it promises to offer a wealth of incredible new Saturn games. It's strongly rumoured that Yuji Naka will announce the first Saturn Sonic Team game (strongly tipped to be based around Sonic the Hedgehog) plus we'll get our first look at Virus - the mega collaboration between Sega, Hudsonsoft and the CG designers of Enemy Zero. Apparently we DEFINITELY WON'T see anything of VF3 though...

IS VGOAL '97 REALLY WORLDWIDE '98? NO!

Having taken delivery of VGoal '97 we can truthfully say that there's very little difference between this and the WorldWide we now and love. After the original Japanese game was completed, it underwent many enhancements over the summer before becoming WorldWide... and that's essentially what VGoal '97 is... what we have had for six months albeit with new Japanese J-League stats. True there are some enhancements such as better goalies and one or two new moves, but that's about it.

SEGA SATURN MAGAZINE can confirm that Sega are planning a new WorldWide tentatively scheduled for October, which promises to include all-new features (which currently remain secret) in addition to the enhancements mentioned above. However, don't get taken in by importers saying that the recent import title is essentially WorldWide '98... because it isn't so!

CANNED!

Third party support for the Saturn appears to be slacking off in some quarters, with many companies re-evaluating their release strategies. SEGA SATURN MAGAZINE has learned that Bullfrog have canned Syndicate Wars (despite looking very promising when we saw it last month). Acclaim's Fantastic Four and Batman and Robin are now off the schedule (although the potentially brilliant Condemned is still coming out) but the real shock has to be the cancellation of Saturn Wild Nines. Apparently Shiny's Dave Perry has become very disillusioned with Sega of America's Saturn strategy and has pulled out of the development race until a new machine appears... The good news is that Sega themselves are rescuing a great many products from development limbo and making sure that they reach European shops, cases in point: Mass Destruction and Pandemonium...

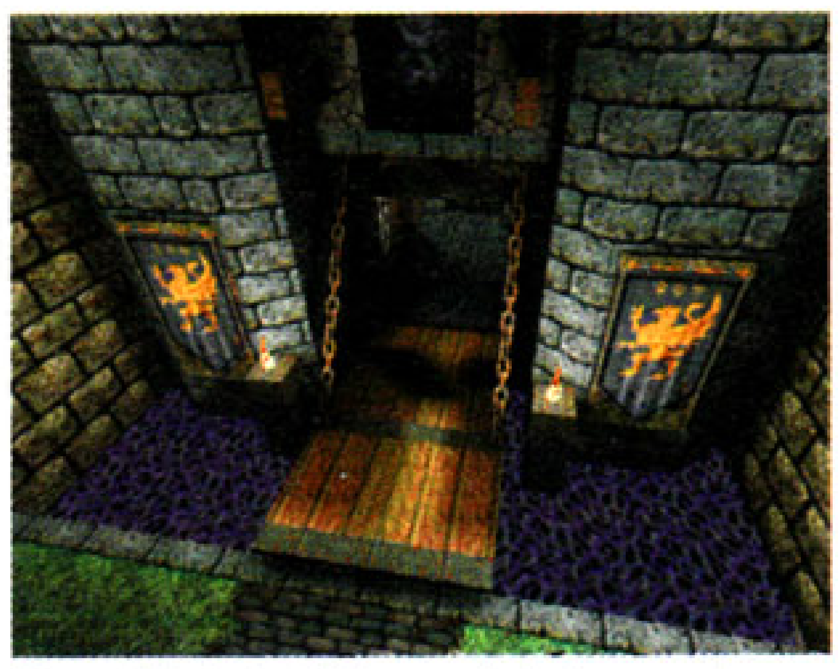
HEXEN 2 ANNOUNCED FOR SATURN!

The PC version isn't even complete yet but already distributers Activision have announced that Hexen 2 is heading for the Saturn.

The PC title (pictured) is looking absolutely brilliant, with developers Raven making full use of the game engine that propelled id software's Quake into the stratosphere of gaming brilliance! Expect to see Raven's accomplished adventure/puzzle gameplay combo that was so good in the first Hexen return with a vengeance in this new game. Despite the announcement being made a couple of weeks ago, we've yet to learn any appreciable details about who is handling the console conversions of the game (there's a PlayStation version due too) and indeed when they'll be ready for release.



How do Activision plan to bring Pentium-level visuals to the Saturn?



We certainly don't know... but when we do, you'll be the first to know!

GREMLIN ONSLAUGHT CONTINUES

As mentioned in last month's news section, Gremlin have firmly committed to the Saturn with every major title in their portfolio making it to the Sega machine. Coming first we have the Saturn rendition of ReLoaded (here are some PC shots for you to swoon over), which should be coming to a demo disc near you soon. Hopefully we'll have Saturn shots and a full feature of some description in the net issue.

Also coming from Gremlin is Actua Soccer Club Edition, which is essentially a revamped version of Euro '96. There were some pretty major flaws in that game, but great things are planned for the pseudo-sequel, which should hopefully deal with Euro's problems once and for all.

More news in the next issue of SEGA SATURN MAGAZINE!





BLOCKBUSTER CHARTS

TOP TEN VIDEO GAMES

1	DIE HARD ARCADE*
2	SONIC 3D*
3	DOOM
4	EXHUMED
5	WORLDWIDE SOCCER '97
6	NIGHTS
7	TOMB RAIDER
8	ALIEN TRILOGY
9	DESTRUCTION DERBY
10	ULTIMATE MORTAL KOMBAT 3



TOP TEN RENTAL VIDEOS

1	PHENOMENON*
2	TWISTER*
3	ERASER*
4	INDEPENDENCE DAY
5	MISSION: IMPOSSIBLE
6	THE ROCK
7	CABLE GUY
8	LAST MAN STANDING
9	COPYCAT
10	TRUTH ABOUT CATS & DOGS




TOP TEN RETAIL VIDEOS

1	WINNIE THE POOH*
2	JAMES & THE GIANT PEACH*
3	HUNCHBACK OF NOTRE DAME*
4	GET SHORTY*
5	INDEPENDENCE DAY
6	TWELVE MONKEYS
7	X-FILES: FILE 7*
8	CASINO*
9	ALADDIN: KING OF THIEVES
10	TOY STORY




BLOCKBUSTER VIDEO

* DENOTES NEW ENTRY



Area 51 does not exist.
And if you're smart, you'll stop asking questions.
This is not a game. This is a warning.
AREA 51
You can't get in but you can take it home.
The Smash Hit Arcade game that shows you what your government won't.
MIDWAY
PlayStation
SEGA SATURN
GT Interactive Software (Europe) Ltd.
http://www.gtinteractive.com


Forget
everything your
mother said
about running
with sharp
objects


HEXEN™
Now available for
PlayStation
SEGA SATURN
wield lethal weapons. possess superhuman powers.
be a hero — either a warrior, a mage or a cleric. seek powerful artifacts. cast wicked spells. pillage your way through earthquakes, crumbling bridges and thick fog. inflict serious pain. these are the rules to live by. hexen. beyond evil. beyond hope. beyond any 3-d game ever created.
id
RAVEN
HEXEN™ ©1995, 1996 Raven Software Corporation. All Rights Reserved. Published by Id Software, Inc. "PlayStation" are trademarks of Sony Computer Entertainment, Inc. The Sega Saturn Logo™ is a trademark of Sega Enterprises, Ltd.
GT™ is a trademark and the GT Logo® is a registered trademark of GT Interactive Software Corp. All other trademarks are the property of their respective companies.
GT Interactive Software (Europe) Ltd. The Old Grammar School (Home Of The Hits), 248 Marylebone Road, London NW1 6JT.
http: www.gtinteractive.com • http: www.idsoftware.com

HAIL TO THE KING, BABY!

Duke Nukem 3D? We did that last issue didn't we? Yes, yes and yes. However, a lot can happen in four weeks. Particularly if programmers in the league of Lobotomy are on the case. Take a look at these screenshots and you'll see that a lot of progress has occurred... the levels look far superior to the last version with some brilliant lighting and even better frame rates than last month. This game just gets better and better.

The bizarre thing is, according to Lobotomy, they're having more of a job converting across levels from Duke Nukem 3D than they are with Quake. According to the crack programming team, the engine that powers Duke is actually a "2.5D" strip engine - whenever you move up to a higher level you are in fact being warped to a different part of the same 2D plane. Like Quake, Lobotomy's amazing SlaveDriver engine takes a full 3D approach to the proceedings - levels are actually stacked up on levels.

As you can see from the shots, there is a significant difference between Duke Saturn and Duke PC. Due to memory limitations, the original texture-mapped artwork has been redrawn in some cases and simplified. This also helps in keeping the phenomenal speed up too. However, Lobotomy have stressed that a great deal of the original artwork remains in... and with the addition of the amazing light-sourcing, it actually looks a whole lot better.



All of the sprite-scaled enemies have made their way into the Saturn version of Duke Nukem complete with every frame of animation!

LIGHTS TO SEE YOU

From our new shots you can see the improvements that Lobotomy have made in the lighting regard. As well as ambient lighting being all present and correct (strip lights on the ceiling cast realistic shadows), there's a great degree of dynamic illumination included too. For example, fire off your gun near a wall and you can see the flash from your firearm light up the surroundings... and just wait until you see the rocket launcher RPG in full effect... it's brilliant. Already Lobotomy have lived up to their word when they said last month that they would improve this area of the PC original.

WHAT'S THE STORY?

Having been on the job, as it were, for a couple of months on this project, it's fair to say that SEGA SATURN MAGAZINE has been extremely impressed what all that Lobotomy have achieved. During mid-March, Lobotomy had finalised the alterations to the SlaveDriver engine and had four levels of the first episode of Duke up and running... and looking spectacular. Multi-player support (which unfortunately won't make it into Quake owing to the further alterations made to SlaveDriver) is being worked on as we speak, and Lobotomy already have some impressive DukeMatch action going on using the NetLink system available in the States. Lobotomy are also investigating link-up cable capabilities at this time, but since all of the hard work has been done with the NetLink support (which is very problematic to code), this shouldn't cause a problem to coders of Lobotomy's pedigree.







Boom Shakala (to quote a woeful sticker that once adorned a certain mag). Lobotomy certainly know how to handle their explosions and the resultant light-sourcing.

THE WEAPONS ARE ALL IN!

The centrepiece of the Duke Nukem experience is the myriad assortment of brilliant weapons on offer. In last month's issue, there was only Duke's foot and the low-power pistol. Now we have shotguns, rocket launchers, shrink rays, freeze guns - the whole nine yards! Everything is as it should be, making Duke a virtual carbon copy of the PC original in terms of gameplay... which is exactly as it should be. It's a shame we don't have more stuff to shoot in the current version, but the bottom line is that everything is in place. It's now up to Lobotomy to populate the levels and code up the remaining stages. Considering the amount of time left to Lobotomy, it shouldn't be that much of a problem.

AND THERE'S MORE!

Lobotomy expressed the view last issue that Exhumed was a better game than PC Duke! While this may cause plenty of controversy, we would probably agree with them (having completed both games). So Lobotomy are planning on adding secret stuff to Duke. Exactly what hasn't been finalised, and what we have been told has been on the strict provision that we don't tell anyone. So we won't...



All of the weapons, including the mega RPG rocket launcher are now in the game!



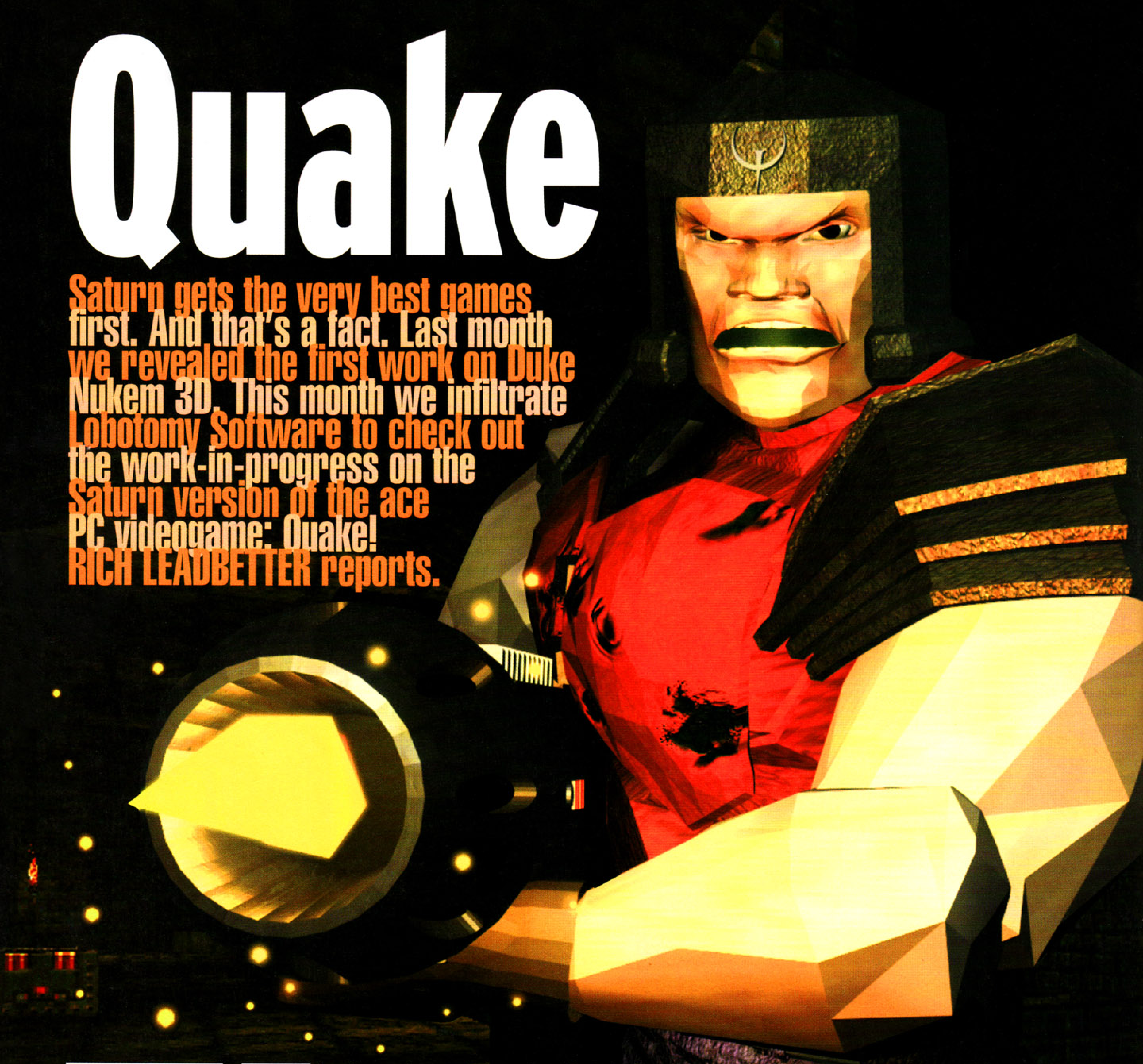
The Pig Sergeants are your most feared opponents on the first level.



This part of the game actually surpasses the PC original... and this is just level one!

Quake

Saturn gets the very best games first. And that's a fact. Last month we revealed the first work on Duke Nukem 3D. This month we infiltrate Lobotomy Software to check out the work-in-progress on the Saturn version of the ace PC videogame: Quake! RICH LEADBETTER reports.





Underwater on Saturn is considerably different to PC (pictured). It's more of a cross between Quake, Tomb Raider and Exhumed. Rest assured, it looks great!

When it comes to game design and graphics technology, there are very few games companies outside of Japan that truly impress me. There I've said it. However, there are two developers in the States that I can think of who are exempt from this generalisation and both of them are involved with Quake.

Top respect goes out to id software for practically inventing the first person perspective blasting game. They began their work with the aged Wolfenstein 3D, but it wasn't until Doom was created that id really made their mark. Quite frankly, Doom was a revelation, introducing the world to a stunningly realistic and involving 3D landscape. The game also featured blood. Gore. Guts. Lots of them. Flying around everywhere.

The other US company that have truly impressed me is Lobotomy Software Inc. Last year they published a game called Exhumed which redefined what the Saturn could do with the first person genre. No other game of the type on either Saturn or PlayStation could match what Lobotomy had achieved with this game. In terms of speed, fluidity and special effects, Exhumed remains in a class of its own. Oddly enough, only SSM really pushed the game when it came out and now after months and months of us plugging away, people are finally getting the message and Lobotomy are now revered as one of the most talented Saturn developers in the world.

Now both id and Lobotomy have come together to produce the Saturn rendition of Quake - a title which many have hailed as the greatest videogame of all-time. There is now every reason for Saturn owners to jump up and down and get most excited...

THE GOOD NEWS

Despite the odd inexplicably good review score here and there, it's no secret that the Saturn translation of Doom was in the eyes of everyone who has eyes, poor. Crap in fact. You know it, we know it, and id software must surely know it too. From now on the legendary developers are taking far more of an active interest in the conversions of their game and they will veto poor work.

Unfortunately, much to the disappointment of our readers this comes too late for Doom, but rest assured, id are casting a watchful eye over Quake.

THE REALLY GOOD NEWS

SEGA SATURN MAGAZINE has seen the Saturn rendition of Quake. We know what questions you want answered, so without further ado, let's get on with it.

COMPARE AND CONTRAST

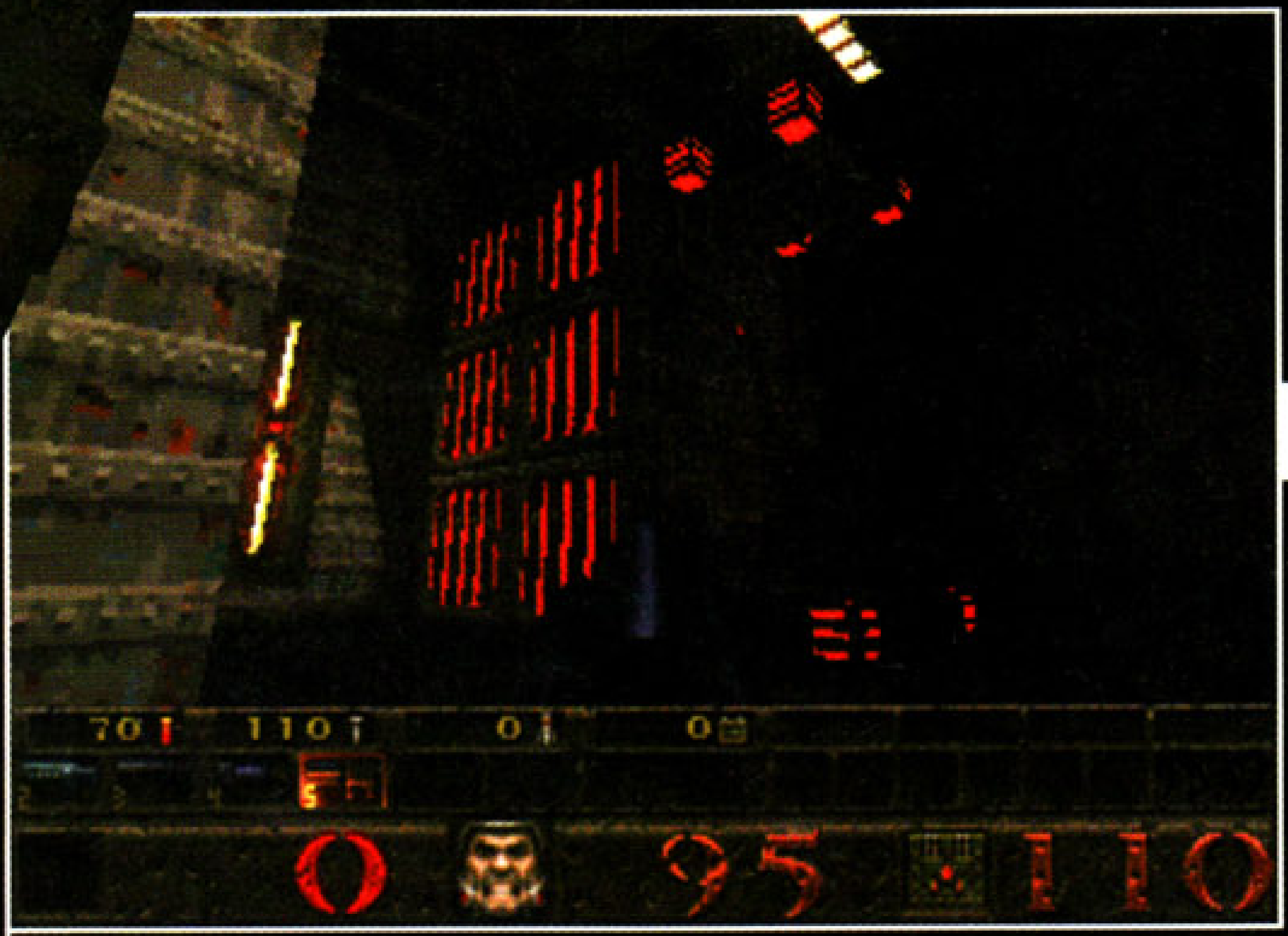
Can the Saturn handle Quake? Based on our observations of the game in action, the answer is clearly yes. The shots below show the Saturn game in full effect, along with the relevant piece of action taken from the PC original! As you can see, the differences aren't that great and the lighting (although not as subtle) is more colourful on the Saturn! Yowzers!



Pong-pong-pong... boom! PC grenade launcher action!



Better explosions, slightly lower resolution and small changes to the layout.



The Choose Your Episode stage, with the player approaching a Slipgate!



Here on Saturn, Lobotomy have added an almost radioactive glow!

Doom looked pretty much like the PC version but fell arse over tit when it came to the frame rate. Amazingly, Lobotomy's rendition of Quake is moving at much the same fluidity as Exhumed - between 20 and 30 frames per second, depending on the complexity of the scenery. The company are still using the Exhumed engine, which now goes by the name of SlaveDriver (derived from the American name of Exhumed, PowerSlave), but the technology really is being pushed to its limits owing to the lighting-intensive texture-mapping.

The SlaveDriver engine has previously used 2D sprites overlaid on the 3D backgrounds, but for Quake Lobotomy have had to upgrade their technology to include full 3D objects such as the various extra ammo boxes, health - and of course the weaponry. The monsters are going to be polygon 3D too, just like the PC version. At this time, Lobotomy have a dummy fiend running about in the game, and surprisingly the frame rate is hardly affected. As one observer who saw the game was heard to remark, "the Saturn has no right to be doing what it's doing here." Maybe that's a little harsh considering the Saturn's power, but you get the general idea.

Even John Carmack - id's god-like genius master programmer - is impressed with Lobotomy's very early work, although he's reserving judgment until the polygon monsters are in and fully functional.

WE SEEN IT AND PLAYED IT

We really can't understand the screenshot aggravation we've had to endure (right on deadline day) because the bottom line is, Quake on Saturn looks tremendously promising. You just can't believe it's a Saturn doing this!

In terms of frame rate and smoothness, it's just brilliant but the real star of the show has to be the lighting effects that Lobotomy have managed to include. It's kind of different allround to the PC version (although the flickering lights and darkened corners are pretty authentic), most especially underwater, where Quake meets Tomb Raider (albeit far smoother).

Rocket trails light up the corridors, grenade explosions look nicer than the PC version and all of the old Quake control tricks, such as rocket jumping (using the jump in conjunction with an exploding rocket at the feet to fly higher) are already in and working like a treat.

Sound-wise, as promised in the Lobotomy interview over the page, Trent Reznor's impressive effects are already in and sounding cool. His ambient soundtrack is also included as well.

MY GOD!

What we've seen of Quake is very, very early. And yet it's already drawing a huge amount of critical acclaim, even compared to Duke Nukem which is shaping up veeery nicely indeed.

It's too early to judge, but on the one hand we have the voices of optimism at Lobotomy saying that the game will redefine the genre on the Saturn whilst on the other hand, id's John Carmack is far more cautious in his appraisal.

In next month's SSM you'll hopefully see the game replete with monsters and you shall have our views (plus those long-awaited screenshots) right then!

WOT? ONLY TWO SHOTS?!

We've played Saturn Quake, as you can read in the main report. It looks absolutely brilliant. Unfortunately, we are unable to print too many screenshots, despite having plenty of opportunity (and certainly the inclination) to do so. The reason why? Following a few conversions which id software would rather not have seen the light of day (The Super NES and 3DO versions spring readily to id-meister John Carmack's mind), the company is keeping a very tight rein on what gets released and when. In the words of Carmack, who we contacted when putting this feature together. "I am very impressed with what Lobotomy has done so far (it is much better than I expected)... We still need to see how the enemies turn out."

When the enemies are in (and the frame rate remains as impressive as Lobotomy have promised) there should be no problem showing any more screenshots and rest assured we shall be the very first to do so (which is what we intended this month). But this should be resolved in time for next issue, so fingers crossed eh? There's certainly a huge amount of stuff we can show: the underwater sections are brilliant, with some amazing lighting, and even the introductory section where you choose which set of levels you want to play is ace too: there's an awesome lava lighting effect... literally the walls around the lava pit light up in a truly spectacular manner! The lighting is pretty ace all round actually. The flickering lights, the darkened corners, the strip-lights on the wall... Make no mistake Lobotomy are going to hand in an awesome game. The real shock comes when you consider that Lobotomy have achieved all this in just four weeks. FOUR WEEKS! And that's with a lot of the firm concentrating on Duke 3D!

QUAKE SPEAK!
LOBOTOMY TALK FROM THE EPICENTRE!

People are going to be seriously amazed when they see Saturn Quake. Lobotomy are doing their best to bring the very best possible version across from PC to Saturn and from what we've seen, they've succeeded admirably. Here, RICH LEADBETTER quizzes Lobotomy about their most prestigious project


Here's where Lobotomy are weaving their Saturn magic – converting across Quake and Duke!

SSM In its PC incarnation, Quake has been hailed as one of the best games ever and has sold an absolutely huge amount of copies. What's your opinion on the game?
LOBOTOMY Technology-wise, Quake was a big step forward when it first appeared on the scene. It is perhaps the most well-engineered game we've ever seen. The lighting effects and polygonal objects and monsters added an element of realism to the game that hadn't been seen before in the genre. Most of Lobotomy are huge fans of Quake. We played the game a lot when it came out, and it's still consistently a favourite. Especially lately.

SSM First 3D Realms' Duke Nukem 3D, now id software's Quake. What kind of pressure do you feel now you're programming the conversions of two of Sega's biggest hopes for the Saturn?
LOBOTOMY Obviously it's a great opportunity for us. Both titles are very high profile. Having completed PowerSlave for Saturn, we know we'll be able to successfully bring Quake and Duke to the platform as well. Completing the conversions by Summer adds a bit of pressure, but confidence is running high at Lobotomy right now.

SSM In our last interview you said yourself that Quake "is a very technologically demanding game". What are your primary intentions in bringing this most advanced of games over to the Saturn?
LOBOTOMY We're working hard to squeeze every ounce of power out of the Saturn. Our primary goal is to successfully capture the mood, look, and feel that is so unique to Quake. Certain compromises are always made when porting a game from one platform to another. We're very excited about the fact that so far, the compromises have been few.

Lobotomy's "Mutant Lair" basement is packed with old collectors' item arcade machines!



SSM For a game designed specifically for PC hardware, what are your biggest problems in bringing Quake to the Saturn?
LOBOTOMY Some of the areas in Quake are constructed in an extremely complex manner. Maintaining this complex structure without sacrificing frame rate is one of the challenges we are facing. We've decided to rebuild all of the levels from scratch, replicating them as closely as possible. So far, we've been very pleased with the results.

SSM Are you going to use the Exhumed engine for Quake?

Considering the differences in the lighting systems between the game are you planning any enhancements or changes to the system?
LOBOTOMY Yes, we are using the Exhumed engine for Quake. Ezra, the programmer who created the engine, has made many modifications to the engine as they've been needed. A mip system has been implemented to allow viewing of larger, wide-open spaces. More speed has also been squeezed out of the engine, so the game will feature frame rates comparable to Exhumed despite the added complexity of Quake's levels. As for dramatic lighting effects, this is one area where we'll actually be able to outperform the PC version of Quake. The Exhumed engine not only allows us to use dynamic lighting effects, but also to specify the colour of each light source. We have also added environmental tinting, and expanded the set of pre-rendered lighting options to include radiant, angular, random, and negative light sources to the engine.

SSM When arcade machines are ported to Saturn, there are always some compromises. Do you foresee any compromises being made to Saturn Quake. If so, what are they and why?
LOBOTOMY You're absolutely right. Indeed, that's true with the port of any game from one platform to another. It's too early in the development cycle to know exactly what all of the compromises will be, but as I said earlier, our goal is to minimise them to the point of being unnoticeable to the user. Also, there will be features available in the Exhumed engine that we can exploit which were not available in PC Quake.

SSM How important is the Saturn's lack of memory (2 megabytes) as opposed to the PC (at least eight megabytes) when it comes to your conversion work?
LOBOTOMY Memory is always an issue, especially on game consoles. So far, the memory limits of the Saturn have not caused us too much trouble.

SSM Quake's enemies are full 3D polygon models, something we haven't seen in a Lobotomy title yet. What plans do you have for the monsters in the Saturn game? Sprite-scaled a la Duke/Exhumed or full 3D?
LOBOTOMY Saturn Quake will feature polygonal objects for pick-ups and enemies, just like the PC version.

SSM Will the inclusion of polygon monsters over sprite-scaled sprites have a negative effect on the smoothness of the game? What are you doing to prevent this?
LOBOTOMY Actually, polygon monsters will provide us with several benefits over sprites. They will be animated in a more fluid, realistic manner. Also, they will not suffer the perspective problems sprites do when viewed from above or below, which there is a lot of in Quake. Considering the code optimisations we are doing, the smoothness will still be there.

SSM Lobotomy's corridor games are noted for their smoothness - what sort of speed and fluidity are you hoping for overall with Quake compared to Exhumed?
LOBOTOMY Well, thank you. With the improvements made to the engine, combined with the level building experience we've gained with Exhumed, we are hoping to provide an equally smooth experience. Smoothness, aka

Fish Tanks are now a standard component of the Saturn development kit. Obviously.





Quake specs at the ready, Lobotomy continue their endevours in bringing this awesome game across from PC.



Lobotomy sitting down to play their own DeathTank multi-player Saturn title!



Lobotomy are using the PC textures where they can in the Saturn translation of Quake.

high frame rate, is the 'holy grail' for games of this nature. Rest assured, that maintaining what we consider to be a satisfactory frame rate is one of our primary objectives. We certainly don't want to damage our reputation!

SSM A lot of Quake's trickery comes from aspects of the game engine, such as you (or the enemies) hiding in shadows and suchlike. Will this be problematic to include?

LOBOTOMY We are taking a close look at how the AI in Quake operates. We agree that it's one of the things that really makes Quake an outstanding game. Our goal is to identify exactly how the behaviour of the enemies affects the play and overall fun of the game, and mimic them with our own routines optimised for the Saturn.

SSM Quake's a very violent game - will there be any censorship issues with the conversion?

LOBOTOMY As was mentioned before, our goal is to be as true to the original in terms of play, detail, and theme as possible. Sega has assured us that they do not intend to censor the game, as has been done to some previous ports of Id's titles.

SSM When did work on the conversion begin and when do you expect to finish?

LOBOTOMY We started early in '97, and we are on schedule to deliver by the end of Summer. (*Quake is due for a European release in October - Rich*)

SSM id software have certainly been very open with Quake, with maps, textures and model specs widely available on the Internet. Has this helped much with the conversion?

LOBOTOMY Actually, it has helped. We've had to build a few development tools to extract data from existing Quake levels. The information available on the Internet has been instrumental in deciphering the format of various files.

SSM What's the process in bringing across levels, textures and weapons from the PC to the Saturn?

LOBOTOMY We are building all of the levels from scratch using our own world building tool called BREW. Essentially the level builder, Paul Knutzen, is playing the PC game, and then replicating the structure as closely as possible in BREW. We are using the same textures that were used in the PC version for the Saturn version. In our engine, the world must be textured almost entirely with 64x64 pixel textures. So there is a process that the art undergoes to cut up larger textures into component textures, but there will be no visible evidence of this in the game. Weapons will be imported much the same way as other polygon objects like pick-ups, and enemies.

SSM Since a vast proportion of Quake's code is programmed in C, will there be sections of the game logic you can port straight across to the Saturn?

LOBOTOMY The two engines and target systems are vastly different. We do have the source code available as a reference, but very little if any will be directly portable.

SSM In terms of sound, PC Quake had excellent effects plus some contribution from Nine Inch Nails in terms of ambient sounds and music - what are your plans in this regard for the Saturn version of Quake?

LOBOTOMY We plan to use as much of the sound from PC Quake as possible. What possibly could compare to NIN as the sound of choice for Quake?

SSM Quake is best played on PC with combination of mouse and keys. What control method are you planning on for the Saturn version?

LOBOTOMY We received great praise for the Exhumed control scheme, and most, if not all, of Quake's control options are a subset of the Exhumed game. So our intention is to start with that, and tweak it as the game is developed to ensure a similar intuitive feel. Ultimately there will be an option for the player to remap the controller functions any way they'd like.

SSM What kind of scope does the analogue controller give you for Quake, considering how important looking around and targeting enemies in full 3D is in the original?

LOBOTOMY The analogue controller will definitely be supported, and opens up some interesting possibilities for control schemes.

SSM Finally, do you think there's anything important we've missed out in our questions that our readers MUST know about the conversion?

LOBOTOMY You've been very thorough with your questions, and the only element Lobotomy wants to stress is this: we are all game freaks and are doing everything in our power to make Quake on the Saturn an incredible experience and worthy of praise from Id themselves. Do not fear Quake fans, this will be a landmark achievement for the Saturn!



More photo-action from the very... individual... programming lair of Lobotomy Software Inc!

MECHWARRIOR® 2



A classic PC title is coming to Saturn... and SEGA SATURN MAGAZINE has the exclusive... of course. Check out this brutal, strategic blasting game, exposed for your viewing pleasure by MATT YEO.

The year is 3057. The Clans have suffered a dishonourable defeat against the combined forces of the Inner Sphere during the Battle of Tukayyid and reluctantly agree to honour a cease-fire treaty that prohibits another invasion of Terran space for fifteen years. Remaining true to their word, they retreat to their conquered worlds. But their loss at Tukayyid has changed the Clans forever. Never again will they underestimate their Inner Sphere opponents, nor will they look at each other in the same way. They now blame each other and begin fighting to regain their lost honour. The fierce infighting leads to a series of inter Clan battles and an aggressive race to stake their claim as the most powerful Clan..."

So begins MechWarrior 2, Activision's explosive forthcoming 3D shoot 'em up. Based on the immensely successful FASA role-playing games and set within the BattleTech universe, the series has recently moved into the video game realm with two titles already making something of a splash on PC.

The phrase "shoot 'em up" actually does MechWarrior 2 a great disservice as fans of the original PC version will undoubtedly argue that the game is in fact a curious blend of strategic realtime combat set in a futuristic feudal galaxy and not just a basic blastathon. While that may be true to a certain extent, the game is also accessible for first time players who may be looking for a decent test of their fire button, finger-pounding skills.



Novice Mech pilots will view this scene time and time again.



Follow the flashing blue icon to reach designated objectives.

The good news for console owners is that the complicated keyboard and mouse set-up of the PC version have now all been transferred to the user friendly Saturn joypad, resulting in instinctive and swift player response. What's more the Saturn game is no straightforward conversion as Activision have actually gone back to the drawing board with the console versions of MechWarrior 2. For starters, the game's programmers have completely redesigned MechWarrior's gameplay which now offers players the choice of more than 48 diverse missions - including 16 all-new missions - 12 Mechs, smooth 3D graphics multiple power-ups and much, much more.



MECH MAKER

"We ignored the tried and true formula for converting a PC title to a console game," says Murali Tegulapelle, producer of both the Saturn and PlayStation versions of MechWarrior 2. "It's been significantly redesigned for the console platform with the focus of the gameplay shifting from that of a simulation to an action shooter. The new game engine optimises the full power of the next generation systems, using the textures and object data from the 3D accelerated versions of MechWarrior2." The results, so far, are highly promising and the virtually complete version we've seen would appear to include all of the features that made the PC game such a hit. The shots you see here are actually taken from the Japanese version of the game but a PAL conversion should retain the high frame rate and on-screen messages will obviously be converted to English.

There are essentially three play modes to be found within MechWarrior 2, all of which offer a substantial challenge. The first two modes allow players to select from a choice of fighting Clans, Wolf or Jade Falcon, and then tackle 24 sequential missions. The third play mode is represented by the "Trials of Grievance", which is essentially a ranking mode where players face Mech after Mech in a battle to the death. Players select from one of twelve Mechs to pilot and are then required to choose one of ten varied missions to complete. These can range from complex convoy escorts to straightforward hit-and-run assaults against opposing Clans.

In the BattleTech universe, the Clan's existence is explained as follows: "During the fall of the Star League, General Aleksandr Kerensky, commander of the Regular Star League Army, led his forces out of the Inner Sphere in >>

Constant bloody civil war in the BattleTech universe has resulted in the construction of huge walking arsenals, known as Mechs.



Smaller Mechs often pack a powerful punch regardless of their reduced size.



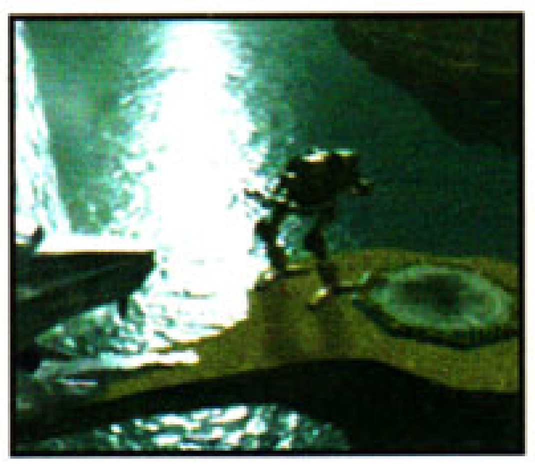




Sneak up behind enemies before unleashing a hail of missiles.

















Each Clan has its own rendered opening sequence revealing the location of each warrior's homebase. Both the Jade Falcon and Wolf Clans are hardened warriors armed to the teeth.



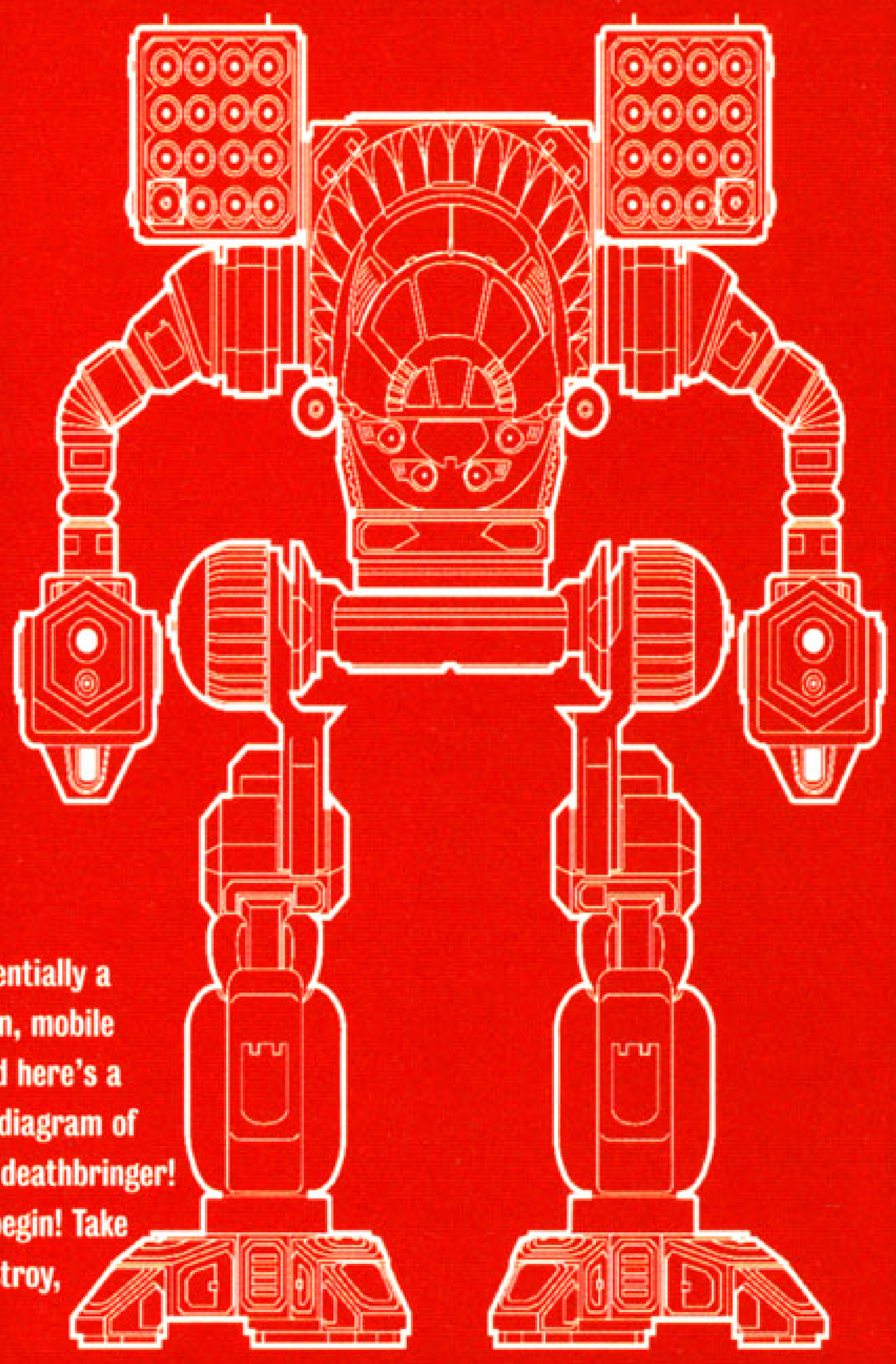


Depleted arsenals and damaged Mechs are revitalised by collecting power-ups scattered throughout each level. However, use them sparingly as they aren't replenished once used.





MechWarrior 2 will introduce console owners to the RPG world of BattleTech.



Each Mech is essentially a walking, multi-ton, mobile assault suit... And here's a lovely wireframe diagram of your mechanised deathbringer! Let the carnage begin! Take no prisoners! Destroy, you hear me?

what is known as the first Exodus. After settling beyond the Periphery, more than 1300 light years away from Terra, Kerensky and his followers settled in a cluster of marginally habitable star systems near a large global cluster that hid them from the Inner Sphere." Since that time the Clans have become fragmented and constant bloody civil war has resulted in the construction of huge walking arsenals, known as "Mechs."

MULTI-PACKED?

By selecting the right Mech for the job, and by choosing a unique combination of weapons and gadgets, players can essentially customise their own mission parameters and craft, For instance, if you're a bit of a tough nut and fancy a real challenge, picking a poorly armoured Mech, such as the Firemoth, then facing a standard mission, should be more than enough to test your boastful abilities. Unlike the limited appeal of Krazy Ivan, Activision are hoping that the diversity of Mechs and variety of missions contained within the game will push MechWarrior 2 as a more involving title, perhaps appealing to the more "mature" Saturn owner. Unfortunately, due to time constraints, there will be no Netlink or Link Cable option available for intense multi-player action but the one player mode alone should be more than enough to keep you busy for ages.

If we've already whet your appetite with MechWarrior 2 then stay tuned as next month we'll have the first review of what could be Activision's most impressive creation to date.



This particular mission requires players to locate and destroy an enemy's hidden base and air support. Take out the buildings and aircraft to cripple their forces.

MECH IDENTIFICATION

Selecting the appropriate Mech for each particular mission is of paramount importance. There are a total of twelve variants in MechWarrior 2 ranging from lightly armoured but swift machines to well-constructed lumbering beasts. Here's a look at just four of the towering titans on offer:

FIREMOTH The Firemoth excels at "Hit-and-Run" tactics and can hold its own against any light Mech. Its exceptional speed allows it to attack at close range, using its short-range missiles and medium lasers effectively regardless of its opponent's actions. One popular tactic of the Firemoth is to race behind the enemy and cut down opposing Mechs, often before they are even aware of its presence. After delivering its deadly payload, the Firemoth can quickly slip back behind friendly lines, leaving any remaining foes far behind.

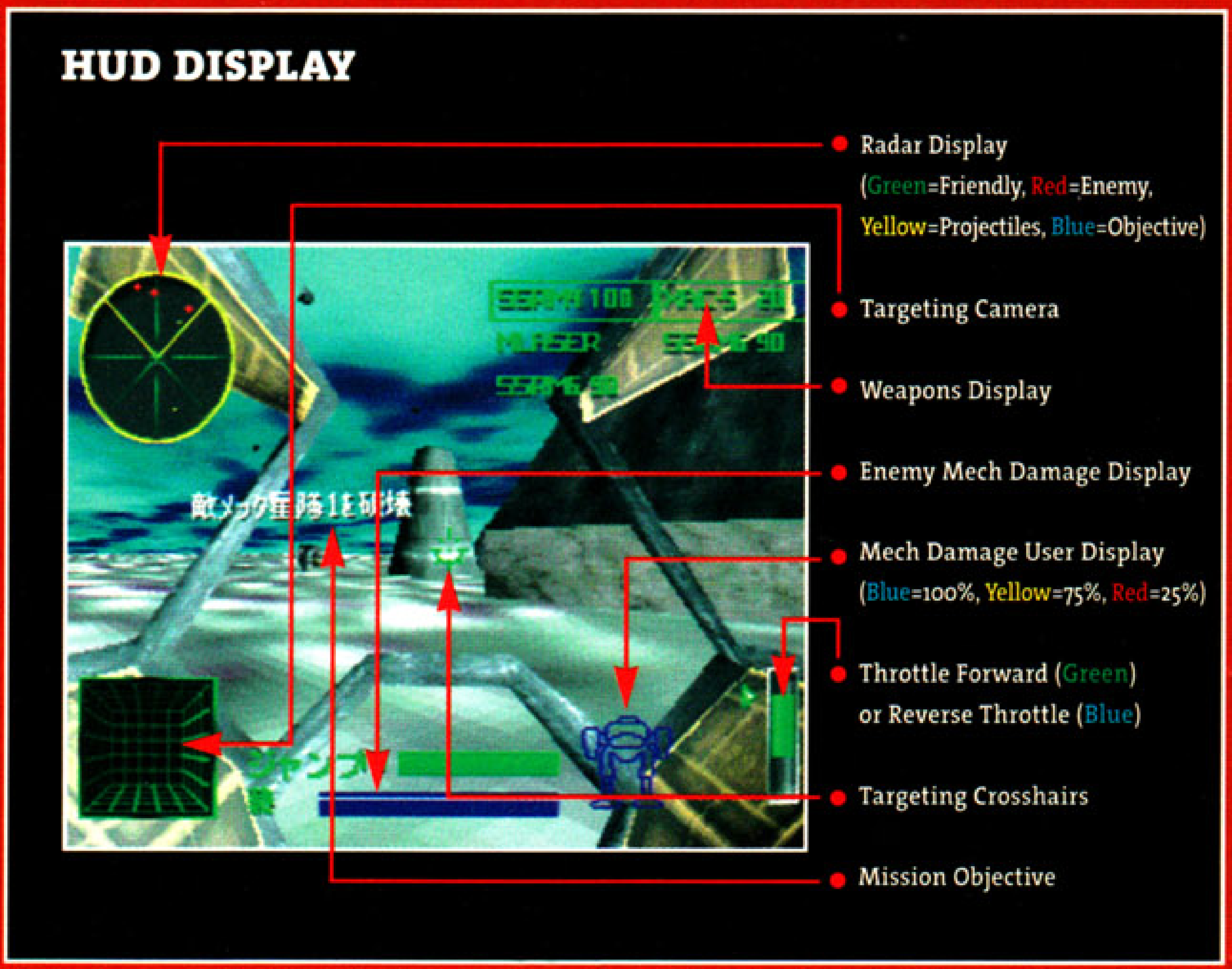
KIT FOX Death comes in small packages. The Kit Fox's arsenal packs awesome weaponry into a small chassis. Primary firepower comes from the LB-5X Autocannon mounted on the Right Arm, and the extended range medium laser in its left. A small pulse laser and Streak SRM-4 missiles round out its punch at short range. Not as quick as the Firemoth but advanced firepower and stronger armour provides more durability in close combat.

JENNER A flying kill machine, the Jenner II-C's speed has been exploited to make one of the fastest and most manoeuvrable Mechs is existence. Designers have reinforced its Centre Torso and Leg armour for increased survivability, and its powerful jump jets bring new meaning to the phrase"Death from Above."

NOVA The Nova has an unusual appearance and fearsome capabilities. Hexagonal weapons pods on each arm boast six medium lasers that provide exceptional firepower but generate too much heat for sustained firing. The Nova mounts four additional double heat sinks to allow the pilot more freedom to use his weapons; nevertheless, firing all lasers in one salvo results immediate shutdown.



MechWarrior 2 combines both strategy and action based sequences.



Mastering your Mech's control set-up is made simple with the Saturn's comfy joypad.



TOMB RAIDER	COMM & CONQ	VIRTUA COP 2	SOVIET STRIKE	MANX TT	DIE HARD TRIL
SAVE £7	SAVE £13	SAVE £10	SAVE £7	SAVE £10	SAVE £7
37.49	36.99	49.99 + GUN	37.49	39.99	37.49

ALL FREE GIFTS NOW INCLUDE 1001 CHEATS

FREE When you buy any item at the same as joining or renewing for a year. Other offers available. (Overseas please add £2 for postage)

- CLIFFHANGER VHS VIDEO + 1001 CHEAT BOOK — FREE
- OR 82 PANEL, STITCHED PVC, FOOTBALL + 1001 CHEAT BOOK — FREE
- PERSONAL STEREO, HEADPHONES & CARRY CASE + 1001 CHEAT BOOK — FREE

9.30am to 8pm Mon-Sat
10am to 5pm Sun & Bank Hols
01279 600204
Or fax 01279 726842 (we'll fax back)
HEAVY discounts HUGE range
Credit terms subject to status
Regular Colour Club Magazine
Great competitions

Special Reserve
Live @ http://special.reserve.co.uk

Check out the enormous Special Reserve Internet site @ http://special.reserve.co.uk
On-line, easy-to-use, secure ordering via Internet with free fast delivery. Cheat Zone, Game Links, 100's of Game Reviews & Much, Much More.

Look around our vast range of software & hardware items at our Special Reserve club shops
Over 2,000 items stocked
Our HUGE club shops are situated in Sawbridgeworth, Chelmsford and now in Bristol.

SATURN CD

• = NEW ITEM
% = HIGHEST RATING
(PLG) = WILL WORK WITH PREDATOR LIGHT GUN

ACTUA GOLF 87%	36.49
ALIEN TRILOGY 94%	29.99
ALL STAR BASEBALL 97 •	33.99
AMOK	33.49
AREA 51	32.99
BAKU BAKU ANIMAL 92%	27.49
BASEBALL	31.99
BATMAN FOREVER COIN-OP	33.99
B A TOSHINDEN 87%	27.99
BATTLESPORT •	29.99
BEDLAM	32.49
BLACK DAWN	32.49
BLACKFIRE 80%	34.99
BLAZING DRAGONS	28.99
BREAKPOINT	34.99
BUG TOO! 85%	33.49
BUST A MOVE 2 - ARCADE	23.99
CASPER	34.99
CLOCKWORK KNIGHT 2 89%	33.49
COMMAND & CONQUER 91%	36.99
CRIME WAVE	37.49
CRUSADER NO REMORSE	37.49
DARK FORCES	32.49
DARK SAVIOUR 92% •	33.99
DAYTONA USA 96%	19.99
DAYTONA USA CHAMP 93%	24.99
DEADLY SKIES 90%	40.99
DESTRUCTION DERBY	32.49
DIE HARD ARCADE	37.49
DIE HARD TRILOGY 93% (PLG)	37.49
DIGITAL PINBALL	27.99
DOOM 85%	29.99
DRAGONHEART: FIRE & STEEL	36.49
DUKE NUKEM	34.99
DUNGEON KEEPER	37.49
EARTHWORM JIM 2	34.99
EURO 96 94%	42.99
EXHUMED 92%	29.99
FIFA 97	37.49
FIGHTING VIPERS	29.99
FIRO AND KLAWD 85%	31.49
FORMULA 1 CHALLENGE 90%	34.99
GHEN WAR 85%	29.99
GOLDEN AXE - THE DUEL 89%	32.49
GRID RUN	32.49
GUARDIAN HEROES 95%	33.49
GUN GRIFFON 88%	31.49
HARDCORE 4 X 4	29.99
HEXEN	31.99
HI OCTANE 90%	29.99
HIGHWAY 2000	36.99
INCREDIBLE HULK	36.49
INDEPENDENCE DAY	37.49
INT'L VICTORY GOAL 89%	27.99
IRON & BLOOD	26.99
IRON MAN / XO	36.49
JEWELS OF THE ORACLE	32.99
JOHN MADDEN NFL 97 91%	37.49
JOHNNY BAZOOKATONE 90%	27.99
JONAH LOMU RUGBY	36.49
KILLING TIME •	29.99
LAST DYNASTY	34.99
LEGACY OF KAIN	35.99
LOADED 93%	27.99
MAGIC CARPET 93%	37.99
MAGIC THE GATHERING	34.99
MANX TT	39.99
MASS DESTRUCTION	29.99
MECHWARRIOR 2	34.99
MEGAMAN X3	36.99
MICRO MACHINES 3	34.99
MORTAL KOMBAT 3 (ULTIMATE)	29.99
MR BONES	33.49
MYST 88%	32.49
MYSTERIA REALMS OF LORE	33.99
NBA ACTION	29.99
NBA JAM EXTREME	36.49
NBA LIVE 97	37.49
NHL 97	38.99
NHL BREAKAWAY 98	35.99
NIGHT WARRIORS 90%	34.99
NIGHTS + ANL JOYPAD 96%	39.99
NIGHTS 96% (ANL)	27.99
OLYMPIC SOCCER	34.99
PANZER DRAGOON 93%	19.99
PEBBLE BEACH GOLF 88%	26.99
PGA TOUR GOLF 97	37.99
POWER PLAY HOCKEY 96	29.99
PROJECT OVERKILL	36.49
RAYMAN 92%	31.99
RISE 2 - THE RESURRECTION	29.99
ROAD RASH	37.99
SCORCHER	33.49
SEGA RALLY 97%	22.99
SHINING WISDOM 92%	33.99
SIM CITY 2000 90%	36.99
SKELETON WARRIORS	36.99
SLAM 'N' JAM 96	31.49
SONIC 3D 90%	37.49
SOVIET STRIKE	37.49
SPACE HULK - V.O.T.B.A.	35.49
SPACE JAM	35.99
SPOT GOES TO HOLLYWOOD	29.99
STORY OF THOR 2	29.99
STREETFIGHTER ALPHA 94%	29.99
STREETFIGHTER ALPHA 2	31.99
SUPER MOTOCROSS	36.49
SWAGMAN	36.99
THEME HOSPITAL	37.49
THEME PARK 92%	26.99
TOMB RAIDER 93%	37.49
TOSHINDEN URA	33.49
TRUE PINBALL 85%	29.99
TUNNEL B1	36.99
TWIN PACK - BUBBLE BOBBLE & RAINBOW ISLAND 80%	25.99
TWIN PACK - PANZER DRAGOON & X-MEN CHILDREN OF ATOM	41.99
TWIN PACK - THEME PARK & X-MEN CHILDREN OF THE ATOM 95%	44.99
VALORA VALLEY GOLF 84%	38.99
VIRTUA COP 96% (PLG)	23.99
VIRTUA COP (WITH GUN) 96%	39.99
VIRTUA COP 2 (PLG)	34.99
VIRTUA COP 2 (WITH GUN)	49.99
VIRTUA FIGHTER 2 98%	29.99
VIRTUA FIGHTER 97%	32.49
VIRTUAL GOLF 87%	27.99
VIRTUAL ON 89%	37.49
WING ARMS 82%	33.49
WIPEOUT 92%	24.99
WORLD SERIES BASEBALL 2	23.99
WORLDWIDE SOCCER 97 91%	29.99
WWF IN YOUR HOUSE	36.49
X-MEN CHILDREN OF ATOM	26.99
X2 (PROJECT X2)	33.99

BLAZE HI-CAPACITY MEMORY CARD FOR SATURN 23.99

SAVE £16

PLUGS INTO MEMORY CARD SLOT ON SATURN, ENABLING YOU TO LOAD AND SAVE GAME DATA (FOR GAMES THAT REQUIRE MEMORY BACK-UP). 1 MByte, 8 MBit.



£124.99

LIMITED STOCKS AT THESE PRICES

Saturn & Controller	**124.99**
Saturn, Controller & Virtua Fighter 2	**149.99**
Saturn, Controller & Sega Rally	**144.99**
Saturn, Die Hard & Predator Gun	**174.99**

Saturn 0% "BIG Deal 2" 299.99

Includes: Saturn, "Flash 1 & 2" Playable Demo CD's, Tomb Raider (93%), Sega Rally (97%), Virtua fighter 2 (98%), Wipe Out (92%), Panzer Dragoon (93%), WorldWide Soccer 97 (91%) & Saturn Controller

AVAILABLE WITH 0% FINANCE

£29.99 deposit required plus nine further monthly payments of £30. APR 0%. Save £179 on combined RRP. Offer subject to status. To apply for 0% finance please place your order in one of our club shops or by telephone on 01279 600204 (no finance on posted orders). 0% finance also available on Saturn "Greatest" Deal

Saturn Peripherals

ECLIPSE PROGRAMMABLE PAD 24.99 8 BUTTON CONTROLLER. FULLY PROGRAMMABLE "SYNCRO FIRE", AUTOFIRE AND SLOW MOTION (SAVE £5)

PREDATOR LIGHT GUN ... 21.99 FOR SATURN OR PLAYSTATION. 3 SPEED AUTOFIRE, BULLET AUTO-LOAD, PRE-SET NUMBER OF BULLETS, LED DISPLAY LIGHTS. LOOK FOR GAMES MARKED (PLG) (SAVE £7)

SEGA EIGHT BUTTON CONTROL PAD ...19.99

SEGA LIGHT GUN 24.99 FOR VIRTUA COP 1 OR 2

SEGA 3D CONTROL PAD 29.99 SWITCH BETWEEN ANALOGUE 3D DIRECTIONAL AND CONVENTIONAL DIGITAL CONTROL, 6 FIRE BUTTONS AND 2 TRIGGER BUTTONS

BLAZE HIGH CAPACITY MEMORY CARD ...23.99 8 MBit (SAVE £16)

DUST COVER FOR SATURN ...7.99

RF INTERFACE FOR SATURN ... 16.99

SEGA RF INTERFACE ... 24.99

HYPER PAD ...14.99 ERGONOMICALLY DESIGNED CONTROL PAD WITH TURBOFIRE AUTOFIRE & SLO-MO

SEGA VIRTUA STICK ...36.99 ARCADE STYLE EIGHT BUTTON JOYSTICK WITH RAPID FIRE

SATURN X-TENDER CABLE (1.5) METERS ...9.99

SONY KV-14M1 14" FST TV/MONITOR WITH REMOTE CONTOL ...169.99 SAVE £30 0% FINANCE AVAILABLE

Special Reserve Fantasy Formula 1 — **£23,000 worth of prizes including a Lotue Elise and 17 PlayStations with Formula 1** *http://special.reserve.co.uk*

All prices include VAT and carriage to MOST UK mainland addresses.
WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN.

TRIAL MEMBERSHIP ONLY £1 (1 MAGAZINE)

ONE YEAR MEMBERSHIP £7.50 (UK) £10.00 (EC) £12.00 (WORLD)

Buy one item as you join for a year and we'll give you a choice of great FREE gifts. Over 300,000 people have joined, and Special Reserve has 90 dedicated staff. Members are under no obligation to buy anything. Our regular club magazine contains a staggering selection of products, many at below trade price. Hundreds of pages of information on our internet site at special.reserve.co.uk. Amazing club shops at Chelmsford, Essex, Sawbridgeworth, Herts & Bristol, Avon. PC repairs & upgrades at Sawbridgeworth (e.g. your 486 to Pentium by mail). No Quibble return policy £4 min or 2.5% - see the club magazine for details.

Overseas orders must be paid by credit card
Hardware items (battery or mains) are only supplied to the UK mainland
Overseas surcharge £2.00 per software item or **25%** on other items

(BLOCK CAPITALS please) SEGA SATURN MAGAZINE
Name & Address ____________
____________ Postcode ____________
Phone No ____________ Machine ____________
Enter membership number (if applicable) or
MEMBERSHIP FEE (ANNUAL £7.50)
item ____________
item ____________
Please use this box to add any **optional** fast delivery charge
1st Class Post 50p per posted item or **£3 hardware**
ALL PRICES INCLUDE UK POSTAGE & VAT £
Cheque/P.O./Access/Creditcharge/Switch/Visa
CREDIT CARD EXPIRY DATE ______ SIGNATURE ____________ SWITCH (ISSUE NO.____)

Mail Order address. Cheques payable to:
SPECIAL RESERVE
P.O. BOX 847, HARLOW, ESSEX, CM21 9PH
Inevitably some games listed may not yet be available. Please phone to check availability. SAVE = Saving off full retail price. Inter-Mediates Ltd, The Maltings, Sawbridgeworth, Herts. Prices may change without prior notification. Sent to press 17.03.97 E .& O.E.

FORGET THE REST SEGA SATURN MAGAZINE'S THE BEST!

TO ADVERTISE IN THE ONLY SEGA MAGAZINE THAT MATTERS

CALL JUSTIN ON: 0171 972 6700

FREE SATURN CATALOGUE

INC. VIDEOCD/MPEG
TEL: 01206 751143
FAX: 01206 751198

XDRA DISCS
WORLDWIDE MAILORDER

HACKS/TIPS/CHEATS/CODES WIN AT CONSOLE GAMES WITH THE CONSOLE HELPLINE

- 0891-318-400 .... INFORMATION LINE & INDEX
- 0891-318-401 .... PLAYSTATION CHEATS / CODES / HELP
- 0891-318-402 .... ULTIMATE MORTAL KOMBAT / SATURN
- 0891-318-403 .... ADVENTURE GAMES FULL SOLUTIONS !
- 0891-318-404 .... MEGADRIVE CHEATS / GOLDEN OLDIES
- 0891-318-405 .... SONIC I & II HINTS, TIPS, CHEATS
- 0891-318-406 .... GOT A MODEM? CALL THIS NUMBER FOR 1000'S OF CHEATS
- 0891-318-407 .... NEW RELEASE LINE, CHEATS, HELP & TIPS
- 0891-318-408 .... MEGADRIVE CHEATLINE (LOADS OF GAMES HELP HERE)
- 0891-318-409 .... SEGA SATURN CHEATS, TIPS, HINTS
- 0891-318-410 .... SEGA SATURN & MEGADRIVE GAME HELP
- 0891-318-411 .... PLAYSTATION!!! 190 CHEATS & TIPS THE WORKS
- 0891-318-412 .... GOT A MODEM? CALL THIS NUMBER FOR 1000'S OF CHEATS
- 0891-318-413 .... MORTAL KOMBAT III, CODES, CHEATS, TIPS & MOVES
- 0891-318-414 .... CHEATS ALL KINDS OF CONSOLE GAMES
- 0891-318-415 .... MORTAL KOMBAT II, CODES, CHEATS, TIPS & MOVES
- 0891-318-416 .... PLAYSTATION NEW RELEASE CHEATLINE
- 0891-318-417 .... SEGA SATURN NEW RELEASE / CHEATS / HINTS / HELP

NO MUSIC, WAFFLE & TIME WASTING, JUST STRAIGHT TO THE HELP. PLEASE HAVE PEN & PAPER READY FOR INFO.

SEE USE ON THE INTERNET AT HTTP:/ / WWW.GATES.CO.UK

IF YOU ARE UNDER 18, PLEASE ASK PERMISSION TO USE THIS SERVICE. CALLS COST 39p CHEAP & 49p PER MIN PEAK

HOME GROWN PRODUCTIONS LTD, PO BOX 193, HAYES, MIDDX.

TRADE IN YOUR OLD CONSOLES + CASH FOR A NEW ONE !

PLAYSTATION ✪ SEGA SATURN ✪ NINTENDO 64 ✪ SUPER NINTENDO ✪ GAMEBOY, ✪ MEGADRIVE

SWAP GAMES FROM £7.00 inc postage

CONSOLE EXCHANGE
25, GREIG STREET, INVERNESS, IV3 5PX
TEL/FAX : 01463 221173
MOBILE : 03744 95958

Access VISA

GAMESTER'S CONSOLE GAMES SPECIALISTS

PLAYSTATION/SATURN/N64
DISCOUNTED NEW GAMES

USED GAMES from £12.00 rising to £29.00 for the very best games available

EXCHANGES no groups, exchange your game(s) for any other.

SPECIALS pay only £14 for any new game when trading-in a star-marked title.

FOR A FREE COMPLETE PRICE LISTING
TEL/FAX 01707 268285
Mon - Sat 10am - 8pm
Sun 2pm - 7pm

PANDEMONIUM!™



A sleeper PlayStation hit at the tail end of last year, BMG teamed up with Crystal Dynamics to bring you Pandemonium, a 2D platform style of game but with stunning rendered 3D visuals! And now the Saturn version is here. RICH LEADBETTER investigates further.

It has to be said that when it comes to Saturn versions of PlayStation games there's always some... compromises. Either we have to put up with a slower frame rate (WipEout, Destruction Derby), the lack of special effects (Tunnel B1, WipEout, Krazy Ivan) or a complete removal of all of the original game's charm (Destruction Derby again). Enough is enough. It's about time that Saturn owners accepted nothing less than a perfect translation... Enhanced even since our version inevitably arrives months after the PS original.

I have to admit that I was taken aback by the quality of the Saturn rendition of Pandemonium. I had seen it on the PlayStation and the game seemed to use just about all of the Sony's machine internal trickery, so I can't exactly say that my hopes were high that the game would be particularly impressive on Saturn. Then came the news that BMG were not going to release the Saturn code in Europe which seemingly confirmed my suspicions. I would have betted that it had jerky update, no light-sourcing, no nothing.

The truth of the matter was that Sega Europe had bought up the game from BMG for the plain and simple reason that they thought the conversion work was most impressive indeed. And now, having had a chance to sit down and play the finished >>

SET-PIECES

There is all manner of visual loveliness that adds to the coolness quotient of Pandemonium, and these invariably come in the form of the set-pieces. Some of them are small, some are pretty monumental. For example, right at the beginning of the game there is a statue that can be toppled to locate a hidden power-up, whereas on the second level you scale an enormous tower only to be chased down again by a huge spiky thing!





American version of the game I can say that the decision Sega Europe made was a good one. Pandemonium's pretty cool... and it might just give you some hope about future conversions from Sony's machine to Sega's.

WHAT'S IT ALL ABOUT?

From a gameplay perspective, Pandemonium is very, very simple. It's a fast-paced platform game that plays in a distinctly 2D manner and yet employs polygonal graphics to portray the surroundings. This allows the levels to move about in a distinctly 3D manner. You might be pressing right continuously, but on-screen your character is weaving in and out of the screen, following the path as it winds about. Imagine a faster version of Clockwork Knight with more animated backgrounds and you should have some idea of what the basic deal is with Pandemonium.

As I mentioned earlier, it's very simple. Each level essentially boils down to moving right as far as you can until you reach the exit. However, as well as the 3D visuals, Crystal Dynamics have included hodloads of set-pieces to keep you entertained and punctuate what is pretty one-note gameplay. And it works pretty well too.











PATH-E NEWS

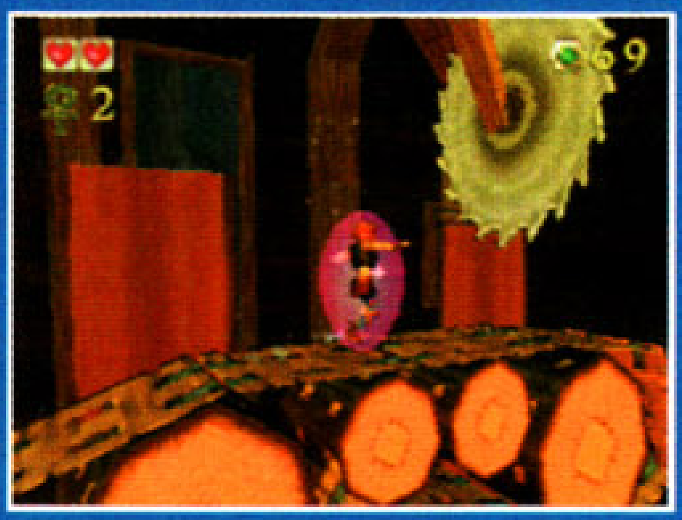
I didn't really play that much Pandemonium on PlayStation because this walking right business seemed pretty dull to me, nice visuals not-withstanding. Now I've had a better look at the game I can see that there are elements to the game that make it far, far more interesting than I was first led to believe. At certain points in some levels the path deviates, allowing you to choose your route through the levels, thus allowing you to collect more treasure in pursuit of that elusive 100% score. Of course, some are easier than others, blah-de-blah-de-blah, but seriously this does mean that there is some replay value to the game. And you're not just going right all of the time, which was another of my initial concerns.

A DIFFERENT ANGLE

Getting back to the visuals (which are clearly the centre-point of Pandemonium), it has to be said that Crystal Dynamics have really put a lot of thought into getting the most out of what is clearly an impressive 3D rendering engine. As you run along the levels, the game controls the "camera" which bobs around giving you the most impressive view of the proceedings. Sometimes it weaves around, sometimes it stays still (if you're in a lift, ascending towards the camera, the view is very cool).

In many ways, watching this game is as good as playing it. The smooth movement, coupled with the vibrant colour schemes make this a game that's pretty much in a class of its own on the Saturn. There's a vast amount of variety in the stages and each has its own individual look. So it's hats off Crystal Dynamics for handing in a Saturn conversion that matches the PlayStation original. And it even has transparencies. Good eh?





With some great light-sourcing and some superlative polygon structures, Pandemonium on the Saturn appears to be every bit the match of the successful PlayStation rendition. And rightly so.





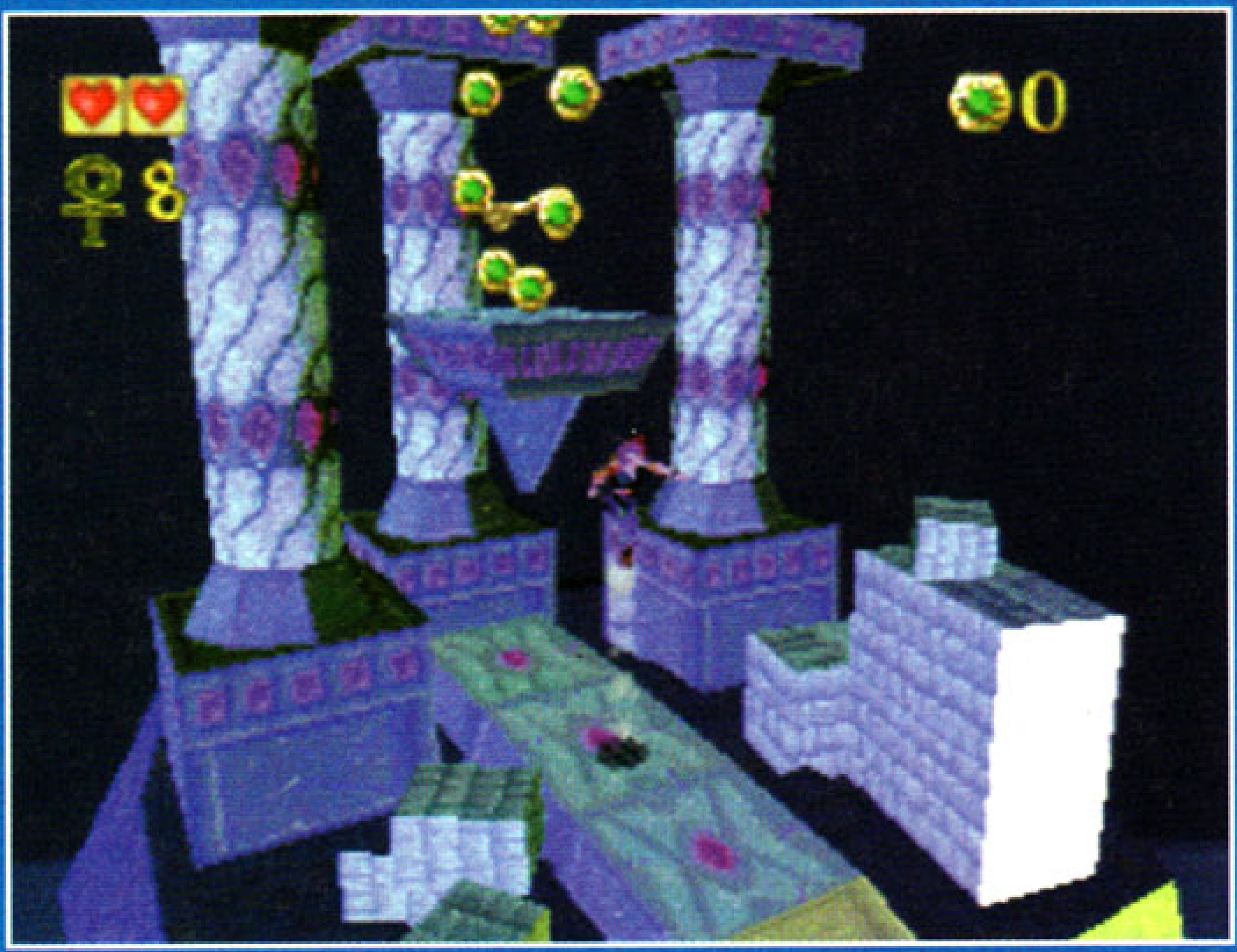


Ever-changing camera angles make the game look far more dynamic to look at. This is looking very cool.





The levels feature some superb texture-mapping and indeed everything (bar the backdrop) is composed of rendered polygons... even the meanies. Overall impressions are most favourable indeed.





Originally released last year on PlayStation Crystal Dynamics have done well in bringing across so close a conversion - Pandemonium has all the graphics and the gameplay of the original!

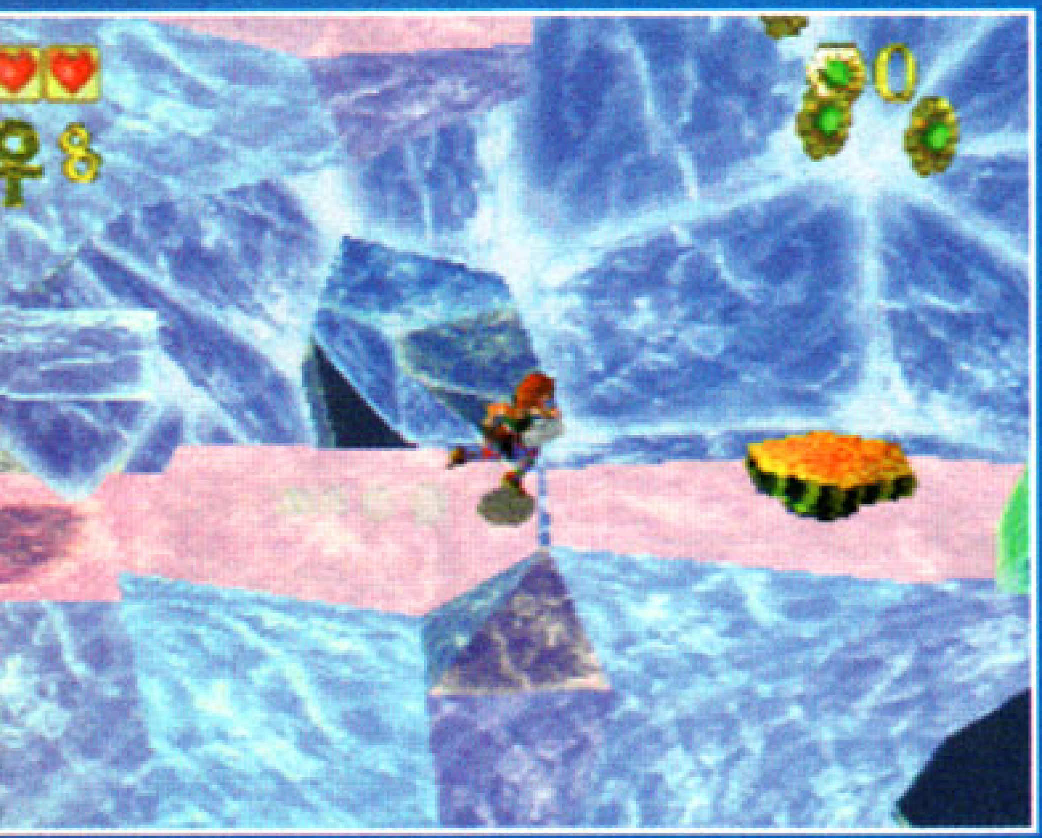


In this section you morph in a super-jumpy frog, further punctuating the gameplay.

MONSTER IN MY TROUSERS

So you go right, choose the odd path and... what? What else is there in Pandemonium? Well, enemies, obviously. They pop up all over the place with the intent of plundering your energy bar and sending you away with a one-way ticket to Hades. What is pretty good is that like everything in game bar the backdrop, they're made of polygons and rendered in full 3D-o-vision. They're also instrumental to the gameplay.

As well as blasting them with your magical energy weaponry, it's also possible to bottom bounce on them in a Mario stylee. Combine this bounce with a decent stab at the jump button and you're sent right up into the skies in what you might call some kind of "super-bounce". This often leads the way to extra goodies, power-ups and what-have-you and adds a further score attack element to the gameplay. Veteran Pandemonium players plunder the levels in search of as much "treasure" as possible, and a percentage of collectibles collected is shown at the end of each level. Obviously if you get 100%, you are The Master, there is no doubt about your skills and you can feel free to boo and taunt other players who aren't quite in your league of excellence. Ah the joys of videogaming eh?





WHEN'S IT COMING OUT?

Okay, so you like the look of this Pandemonium game eh? Betcha wondering when it's coming out? Try end of May-early June-ish, as Sega continue a pretty strict policy of releasing games they think are good. It has to be said that with a line-up that includes Saturn Bomberman, Fighters MegaMix and this, they're doing pretty well.

SEGA SATURN MAGAZINE will provide full-on coverage in the next issue. Rest assured, we've barely scratched the surface of this game and you should expect impressive-looking stuff in a month's time, including a full review of the game. Until then, look at the pictures and enjoy.





More frog-related action taken from the first section of the game before you meet the Shroom Lord boss. You need the frog's power jumps in order to cross some of the chasms found on this particular stage.



CHAMPAGNE BOSS-ANOVA

These days any videogame worth its salt includes bosses. The larger the better, basically. Pandemonium doesn't disappoint, with screen-filling polygon monstrosities out to getcha! Check out the magic mushroom style premiere boss creation as pictured with this box of text. His name is Shroom Lord. And he wants to hurt you. Rather stupidly though, the tower he rests on is surrounded by flaming catapults. So run about jumping on them and introduce the Shroom meister to the dark oblivion that is death. So, Pandemonium continues the fine tradition of finding some kind of weird way to kill off the boss creatures, which is fine by us.





Midway through the game an alarming number of the levels are situated in the sky... or on the way up to it.



TECHNICALLY ACE

It takes a game like Pandemonium to show that when it the Saturn is programmed well, the system can match just about anything achieved by PlayStation (and exceed it... for example, Saturn Exhumed is smoother than the new PS version). Pandemonium features all manner of tricks we'd previously associate with the Sony machine, including light-sourcing on the platforms and transparencies. These pictures should show you how cool these effects look on the Saturn version. We must admit to being very surprised by this translation!













Pandemonium's switching perspectives make full use of the game's impressive 3D engine, allowing for some very cool graphics throughout each level.

In addition to looking extremely nice indeed Pandemonium plays really well too...

THE SIDE SHOWED CHARACTER

There are two different characters to choose from in Pandemonium, each capable of astounding leaps and er, running. Additionally, they have special attacks too! The characters on offer include the archetypal hunky hero type as well as the clown person that appears on all of the promotional artwork. But that's not the end of the character-based activities. Some of the levels feature reality-warping sections that see your on-screen persona morph into an animal - like perhaps a frog with superior jumping capabilities!



Many critics have stated that there's no way the Saturn can do transparencies, Pandemonium should prove them wrong.







Thanks to the wonders of 3D polygon graphics, the platform environment is considerably more "free" than the usual runny-jumpy game allowing for sloped surfaces and what-have-yuo... as seen in the pics above.





PREVIEW

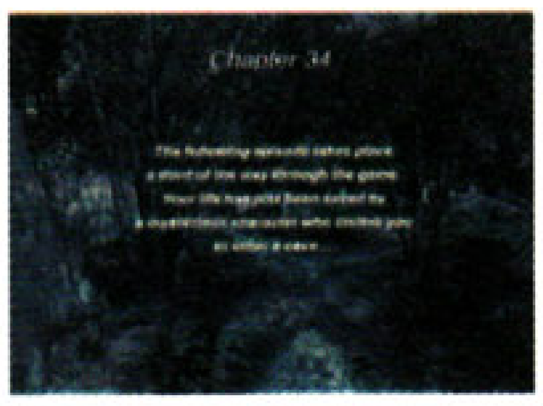
ATLANTIS: THE LOST TALES

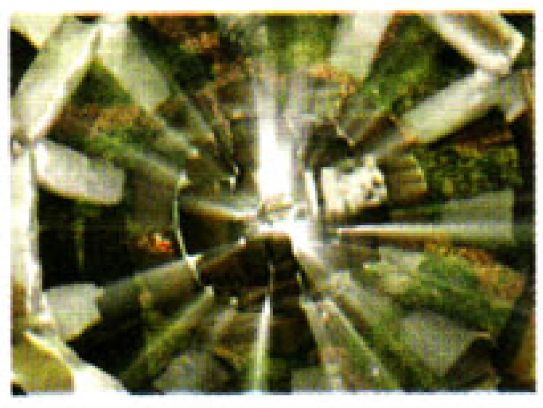
Rendered adventures always seem to lack a certain level of interactivity... Cryo's Atlantis: The Lost Tales promises to take the genre into a new dimension! Of sorts...

BY	SEGA/CRYO
PRICE	TBA
STYLE	RENDERED ADVENTURE
RELEASE	FOURTH QUARTER



To a certain extent you are still on rails a la Mansion of Hidden Souls, in that you can only travel on certain paths through.

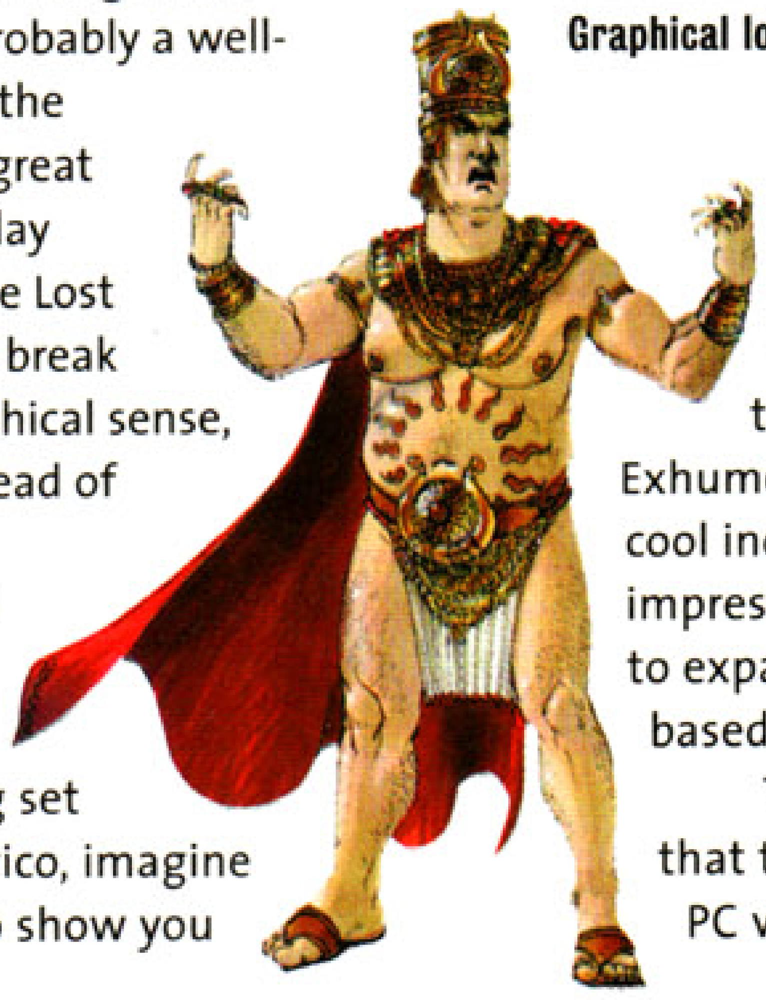




The different locales in Atlantis are packed with variety.

The rendered adventure really hit the heights of popularity when Myst was released a couple of years back. It would be fair to say that the game has been converted onto every single CD-based system the world has ever seen (well nearly) - even the lamentable JaguarCD system for Chrissakes! However, since the heady days of Myst, the FMV adventure fever has died down somewhat, despite the games in the genre (such as the just-released Torico) actually being a damn sight better.

These days, for one of these games to really succeed, it has to have an edge - an angle that makes it superior to what is probably a well-served marketplace which for the most part seems to include a great deal of games that look and play almost identically. Atlantis: The Lost Tales could well be the title to break the mould. Certainly, in a graphical sense, Atlantis is definitely a leap ahead of similar games in the genre.



So what's the deal? Well basically the game plays in a similar way to Torico in that you can only move along set paths (if you haven't seen Torico, imagine Myst with more animation to show you moving from location to location), but once you've moved, you're free to look around in absolutely any direction you want - just like you'd look around in a real-time generated 3D game such as Quake or Exhumed. The effect is pretty uncanny and very cool indeed. The illusion of freedom is quite impressive, and it's obviously going to allow Cryo to expand the genre by incorporating puzzles based around this new system.

That's the good news. The bad tidings are that the shots on these pages are all from the PC version. Cryo have been busy coding away



Graphical loveliness from Atlantis...

Cryo's reputation for rendered artwork is well justified but Atlantis is surely their greatest work to date ...

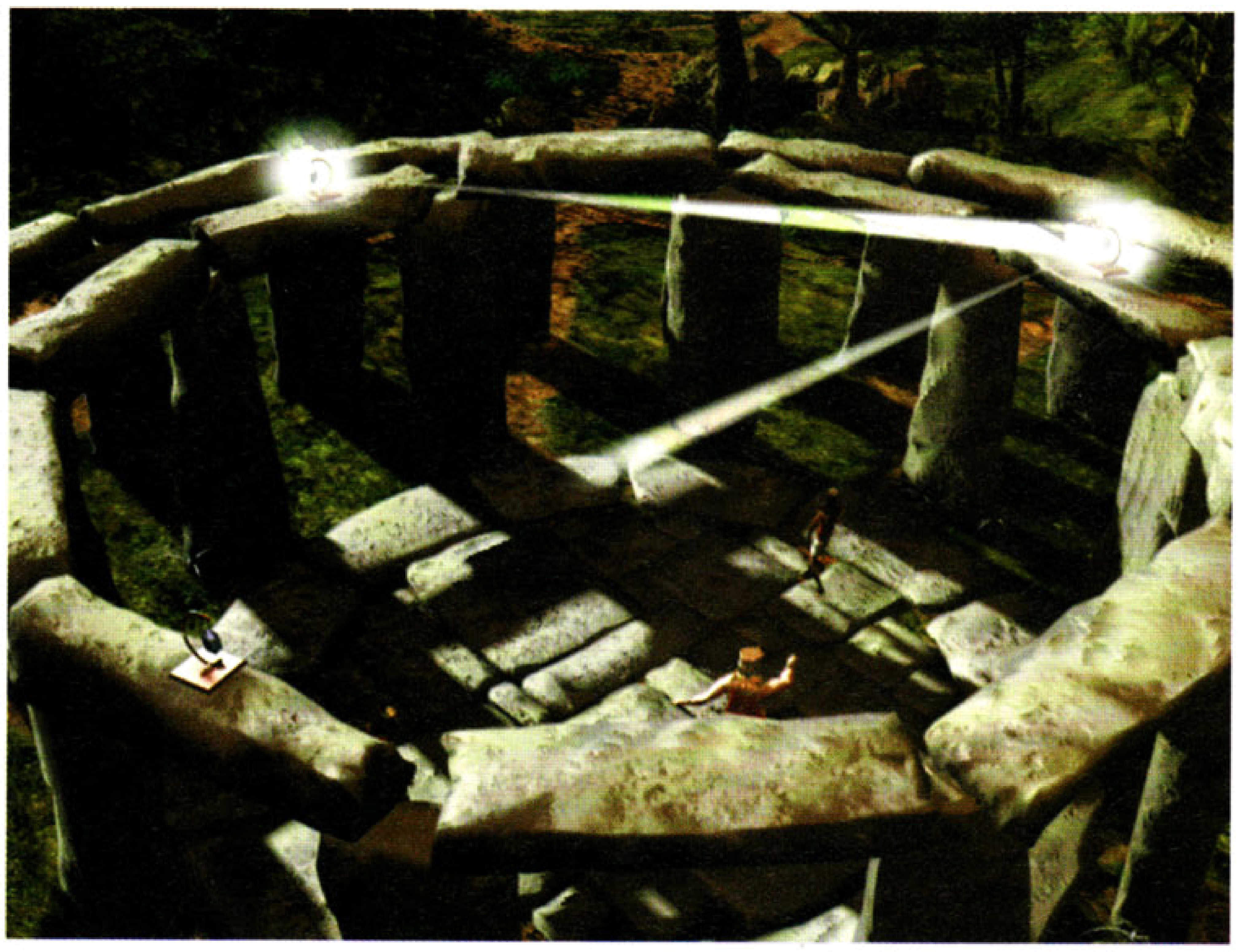
ICON HANDLE IT

The method of manipulating objects if Atlantis: The Lost Tales is very simple indeed. Press a button to bring up your inventory and then use a point and click style interface to drag your desired object around the screen. For example, if you plan on asking a guard about an ear-ring, you simply walk up to said guard, and wave the ear-ring around in front of his face. This usually elicits a response of some description.

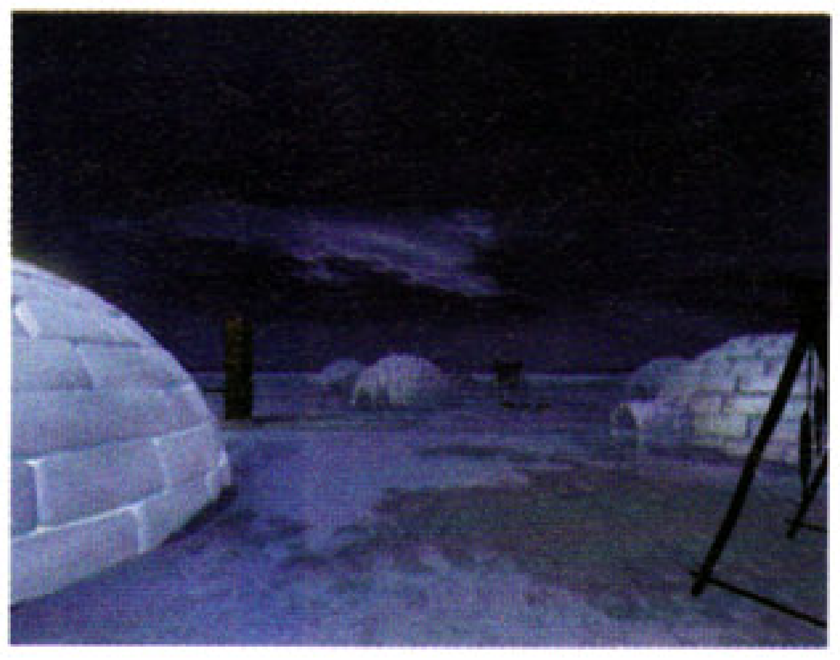


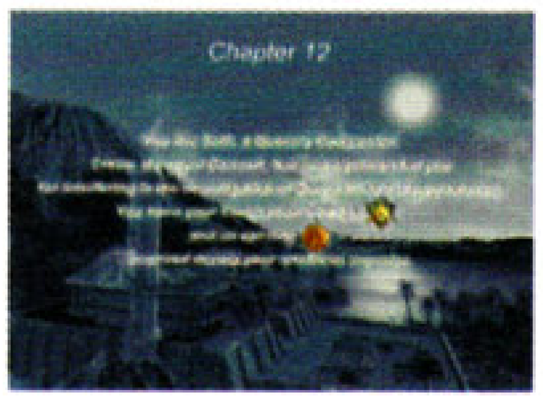


The centrepiece of Atlantis is the freelook feature that allows you to look around in all directions. Cool.



Mystical goings-on in Atlantis's rendition of Stone Henge. Here we're looking down from above using the Freelook.







Atlantis. Presumably before it ended up undersea.

The usual rendered adventure formula is evident in Atlantis but the ability to look around in any direction adds greatly to the freedom

on the Saturn rendition and have produced a game engine that is capable of replicating the looks of the PC game - most notably the freelook aspect, which the Saturn seems to be coping with quite admirably. Indeed it was this early demo that prompted Sega to take up the license to publish Atlantis.

The graphics, being pre-rendered, are rather spectacular and are certainly the centrepiece of Atlantis' appeal - although that is clearly the case with the vast majority of pre-rendered adventures on the market at the moment. Still you just can't knock the visual excellence of this title. But the question must be, can the Saturn really produce visuals of this quality? Apparently, yes. Although we can expect to see some kind of drop in the resolution of the visuals, there should be no problem bringing across the gameplay and the entire adventure across from the multimedia might of the PC down to the comparatively modest Sega Saturn.

Atlantis: The Lost Tales should appear in its final form on the Saturn sometime in the last quarter of the year. It will be interesting to see whether the superior graphics engine can lessen the limitations of what is classically a very limited style of videogame. Expect some hard answers in a forthcoming edition of SEGA SATURN MAGAZINE, coming soon.



Who is this character and just what does he want?



All rendered adventures look superb, but let's face facts: Atlantis takes computer art to new levels!

CRYO? WHO THEY?

Cryo are the masters of pre-rendered artwork. All of their previous epics have made full use of the wonders of the CD-ROM drive, bringing us rendered titles such as MegaRace, its sequel, Dinosaur render fest Lost Eden, and the never-released TimeCop on Mega-CD... In the pipeline at the moment at their French studios is a rendition of Barb Wire - yes you can control a fully polygonised rendition of the pneumatic Pamela Anderson Lee... although apparently the conspicuously extended naked shower scene isn't set for inclusion in the videogame translation.



PREVIEW

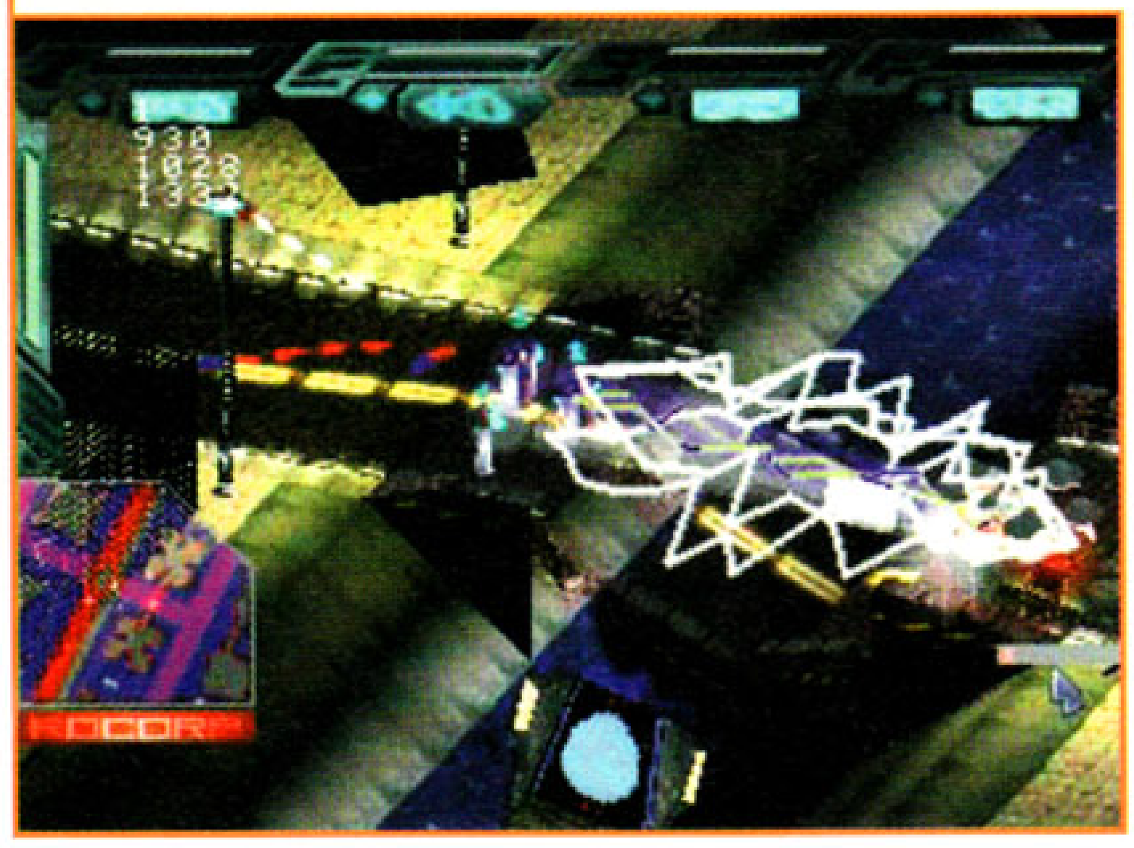
BEDLAM

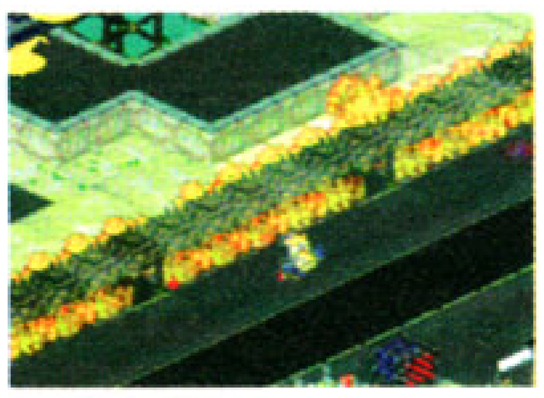
Mankind's blatant tinkering with science has resulted in many weapons of mass destruction. Gunpowder, the A-bomb and chicken vindaloos are just some of the lethal menaces we've unleashed on this planet. Watch out, here comes another one..!

BY	GT INTERACTIVE
PRICE	TBA
STYLE	SHOOT 'EM UP
RELEASE	MAY

SEPARATED AT BIRTH?

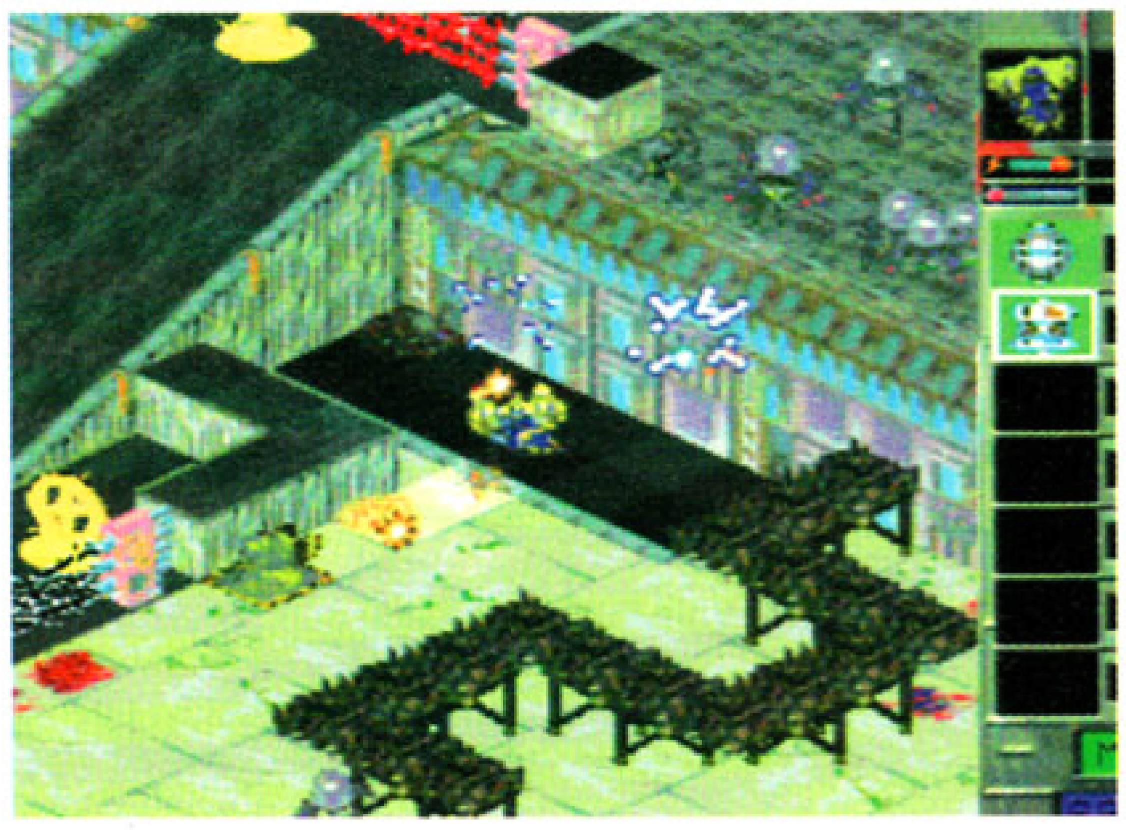
Although the similarities between Bedlam and Syndicate Wars are fairly obvious, Mirage's offering is now the only one of the two that will make it to Saturn. We've had plenty of readers crying out for this style of game and so hopefully Bedlam should offer players just the kind of intense action they're looking for. Of course the version we've seen is still far from complete but as the game enters its final few months of development GT should have ample opportunity to tighten up the gameplay improve on the current sluggish frame rate.





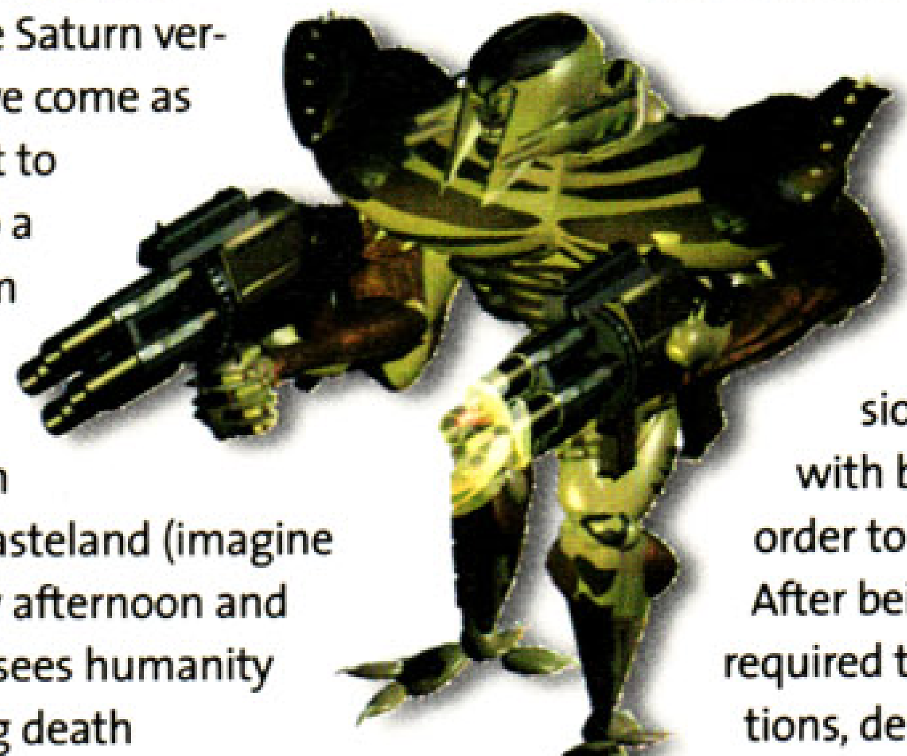


When an oil pipe explodes it starts a chain reaction which takes out every section of the tube around the island.



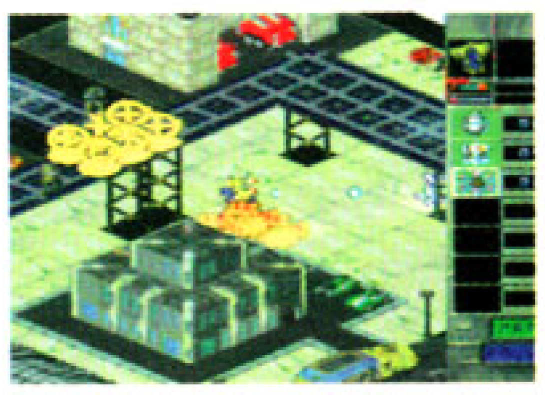
With the end of the millennium just around the corner things aren't looking too rosy for the human race. In fact if recent movies are anything to go by we're either going to be wiped out by killer cyborgs from the future, invaded by aggressive aliens or decimated by some kind of lethal virus. Continuing this gloomy view of things to come, GT Interactive's forthcoming isometric blaster Bedlam looks set to keep mankind from reaching the 21st century in one piece.

This month's shock announcement regarding Bullfrog dropping the Saturn version of Syndicate Wars may have come as something of a disappointment to those of you looking forward to a decent strategy based shoot 'em up but fear not for this Mirage developed title should satisfy all you bloodthirsty types. Set in a post-apocalyptic industrial wasteland (imagine Milton Keynes on a wet Sunday afternoon and you're half way there), Bedlam sees humanity on the edge of extinction facing death at the clawed hands of a bio-mechanical life form. Originally created to serve mankind as mindless slaves these creatures have rebelled against their masters and taken over the planet, slaughtering millions in their genocidal campaign. Those lucky few that have survived extermination have split into two groups, the first of which is based on a remote island whilst the second is orbiting the Earth in a series of linked space stations known as Sat Net. Whilst their terrestrial kin are facing a losing battle against overwhelming odds their space based brothers are preparing to take back the planet and eradicate the bio-mechanical buggers once and for all.

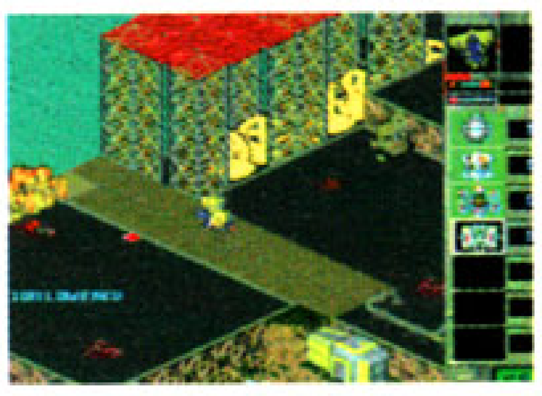


As in Syndicate Wars, Bedlam features a number of themed missions set on the aforementioned island settlements. Launching from Sat Net, players tackle each level from the relative safety of an enclosed armoured suit known as an "art". Each art is essentially a mobile assault platform armed to the teeth with a variety of offensive and defensive weapons. Before beginning a mission players are required to purchase these devices from Sat Net's formidable arsenal, selecting those weapons most suited to each particular campaign. However, firepower costs credits and so, for initial missions at least, players will have to survive with basic weaponry and earn extra money in order to upgrade to more sophisticated devices. After being airlifted into a zone, players are required to guide their art to a number of locations, destroying both primary and secondary objectives before heading off to a designated extraction point. Fans of Mass Destruction and Soviet Strike will recognise this style of gameplay and although there are some similarities between these titles, the sheer carnage, bloodshed and property damage in Bedlam is often overwhelming. Every single building, vehicle and creature in each zone may be decimated with enough blasting and the resulting fires often take out

Make it through the first mission in one piece and you're rewarded with extra cash and the bonus of two teammates.

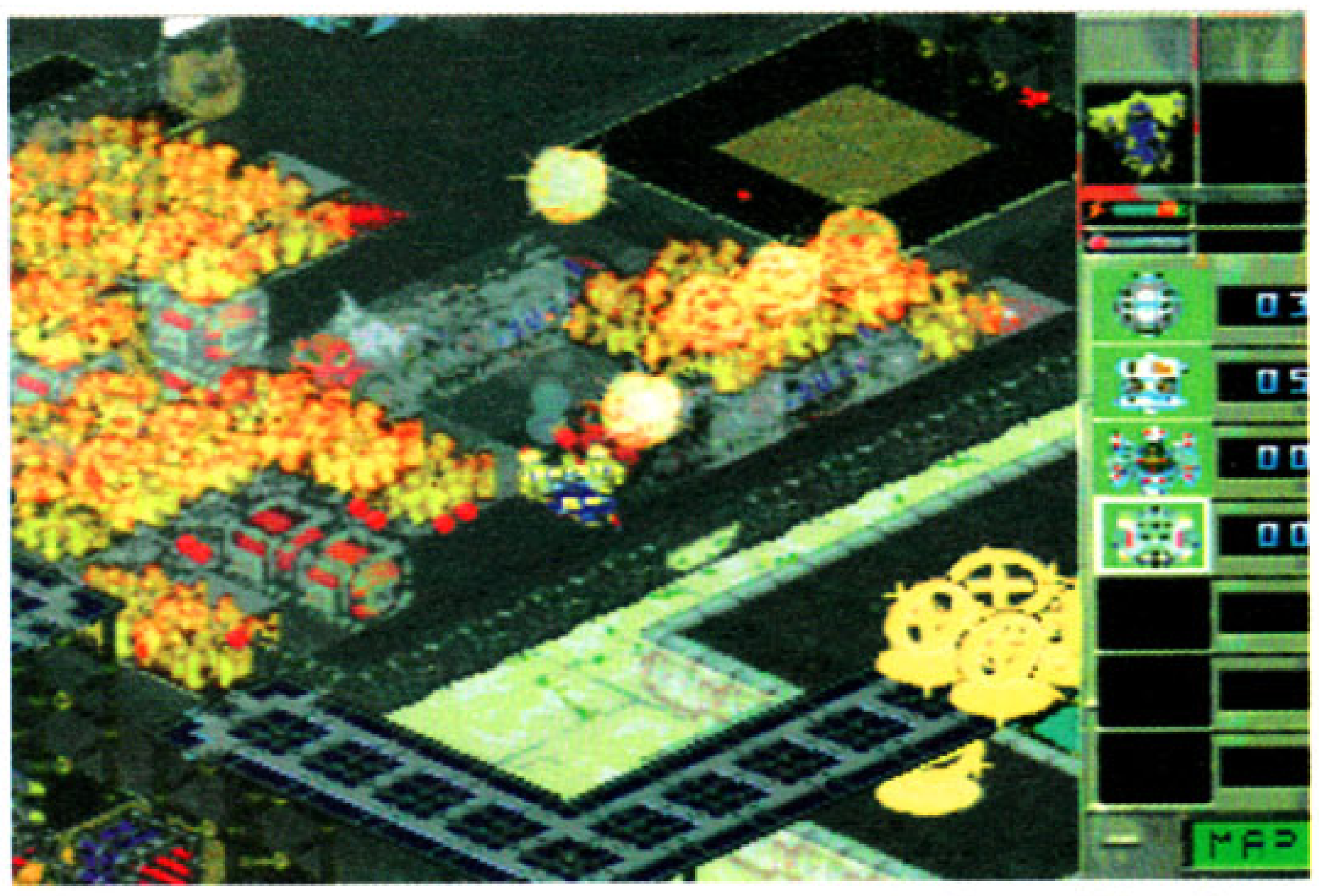








Watch the replay on the video wall!

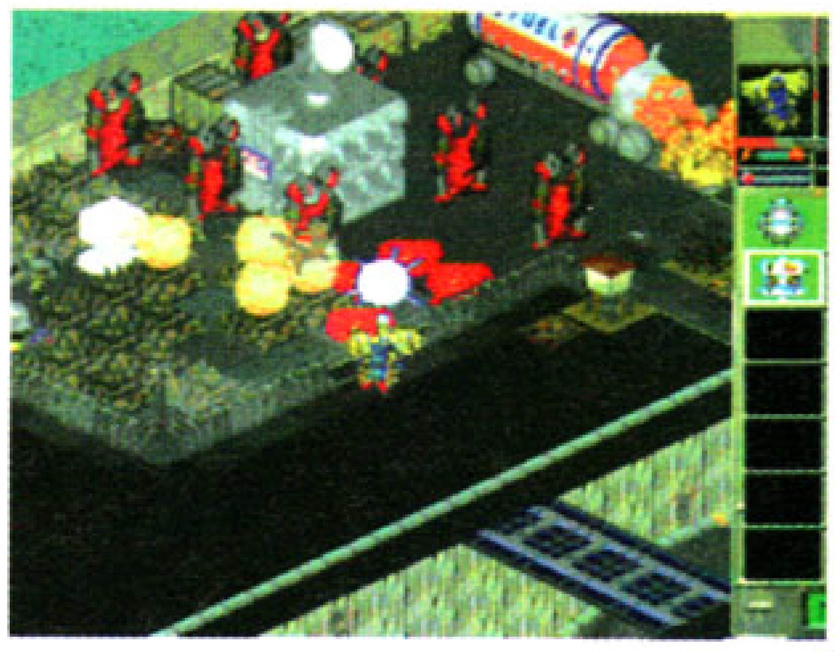


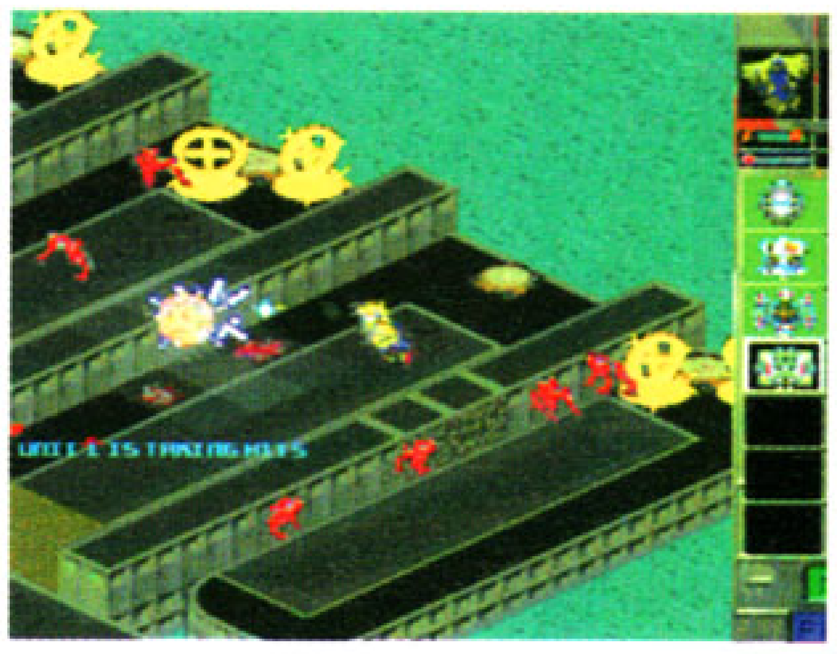
Much of Bedlam's appeal comes from destroying every building, vehicle and creature encountered in each level.



Use the menu system on the right of the screen to switch between weapons.



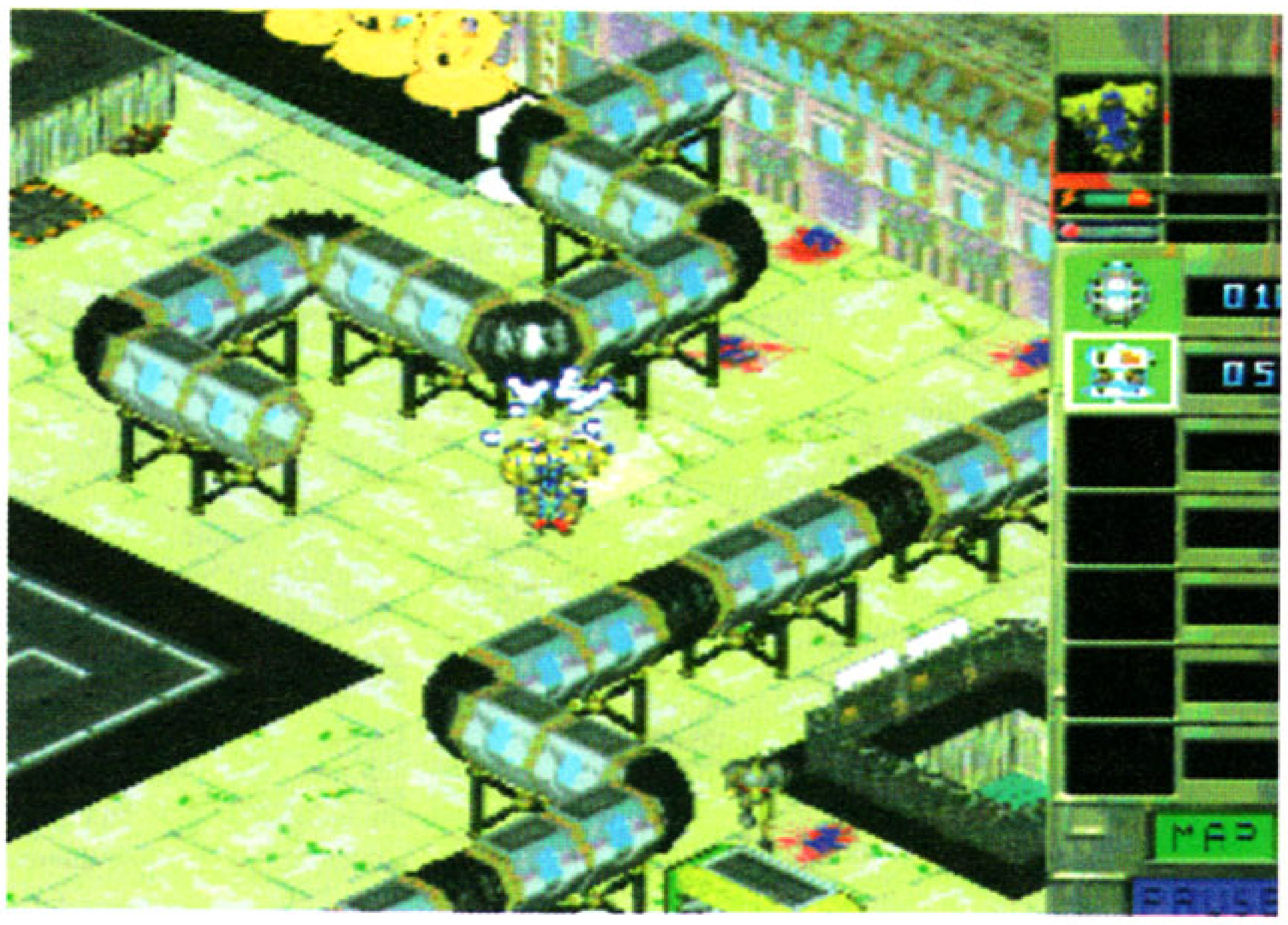




Collect the gold icons for essential extras.

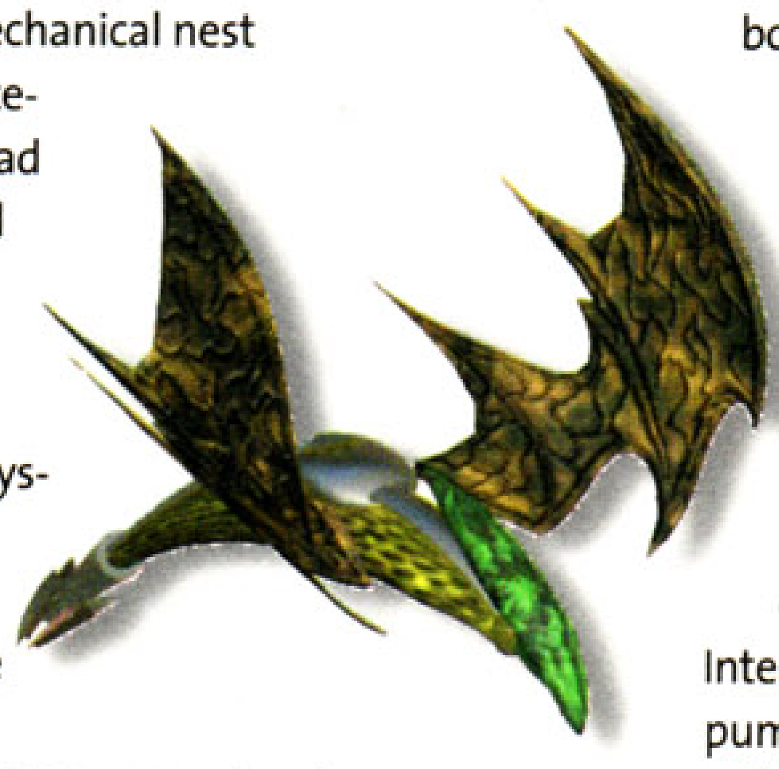


Bio-mechs are crawling all over the island.



any wandering bio-mechs unfortunate enough to enter into the war zone.

After basic training at a boot camp, players are assigned their first mission, the bio-mechanical nest located at the Airport. The game's strategy element soon rears its ingenious head as players are required to sneak around certain areas to avoid attracting unwanted enemy attention. If spotted by a hostile life form, brave soldiers need to swiftly activate their weapon systems and dish out pyrotechnic punishment pretty sharpish. An on-screen menu enables players to select and use one or more devices simultaneously although reserving ammunition for chance encounters is definitely recommended. Assuming you make it through the first mission in one piece, you'll soon be rewarded with extra cash and the bonus of two teammates, further adding to the game's depth. By boosting your team to three characters, players have the additional responsibility of switching between arts during missions. If units are taking hits, Sat Net relays the information to your on-board systems, requiring you to keep an eye on more than one individual at any given time. Remaining calm and in control of your squad while under attack from drooling inhuman creatures should be enough to test the metal of even the toughest warrior.



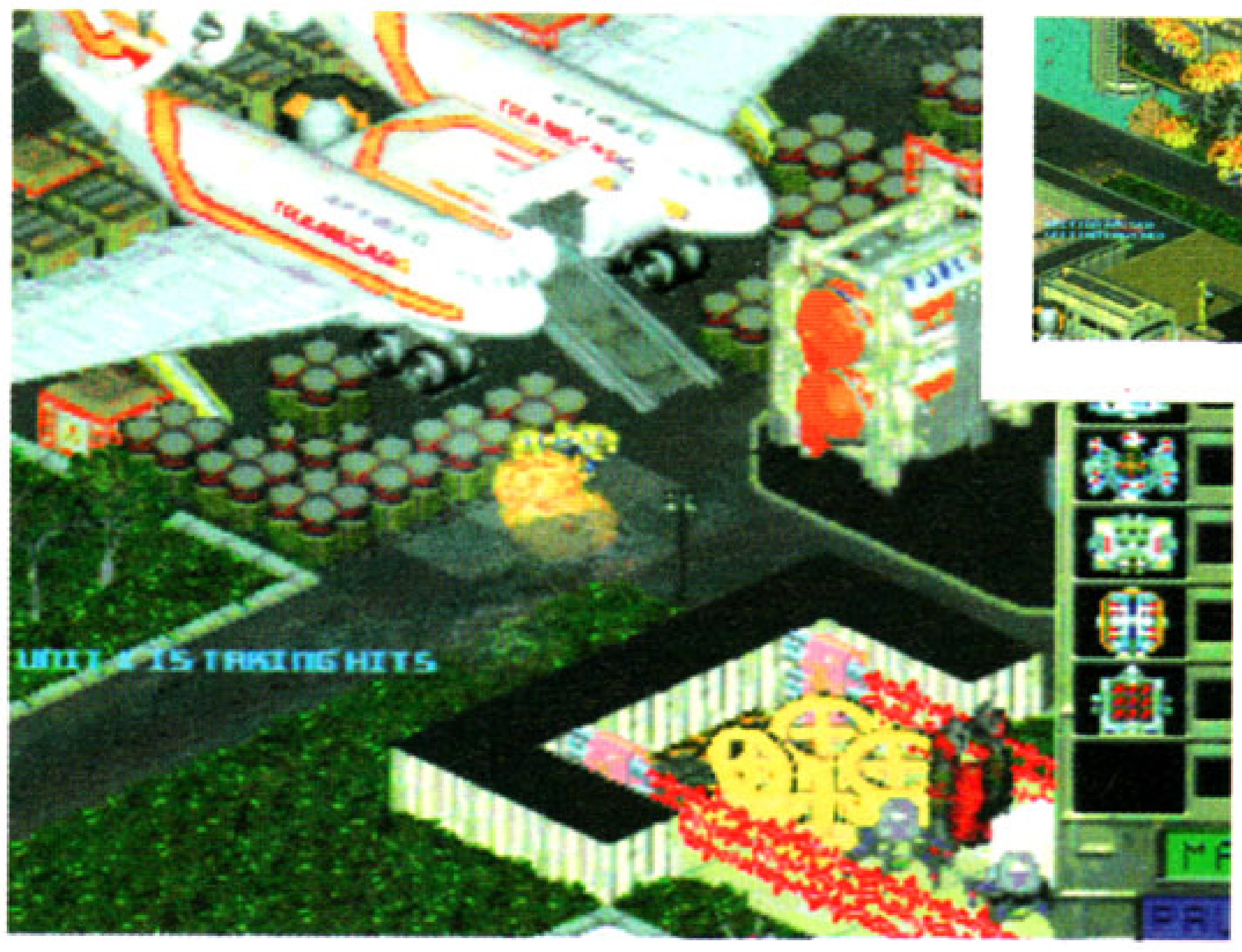
Although originally developed in-house by Mirage, Bedlam has obviously impressed the right people as GT Interactive have picked up this adrenalin pumping blaster for release in the next few months. Hopefully its combination of strategy elements and classic shoot 'em up action will be more than enough to fill the vacant slot left by Syndicate Wars. Expect more Bedlam coverage next month.

By combining weapons, such as the Needler Cannons and Bouncy Bombs, players cause massive damage.









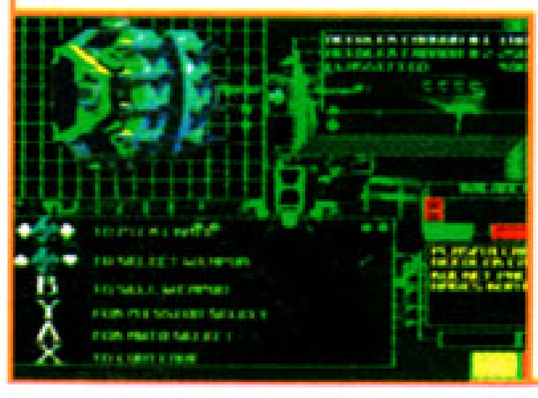
With enough firepower, players can even blow up that plane.



It's man versus machine in Bedlam.

ARMED AND DANGEROUS

Before commencing a mission, players visit Sat Net's armoury to stock up on firepower. A number of lethal weapons are available although plenty of credits are required to obtain some of the more powerful and experimental devices. Up for grabs are the likes of the Needler Cannon, which fires armour piercing shells at high velocity and the Bouncy Bombs which certainly live up to their name by ricocheting around a level before detonating. By pressing the Z button, players are supplied with valuable mission data as well as a map for locating primary and secondary objectives.





PREVIEW

ZAP! SNOWBOARDING TRIX

One of the recent PlayStation blockbusters has been a snowboarding title by the name of Cool Boarders... Jumping on the bandwagon we have Pony Canyon with their Saturn-based effort, Zap! Snowboarding Trix.

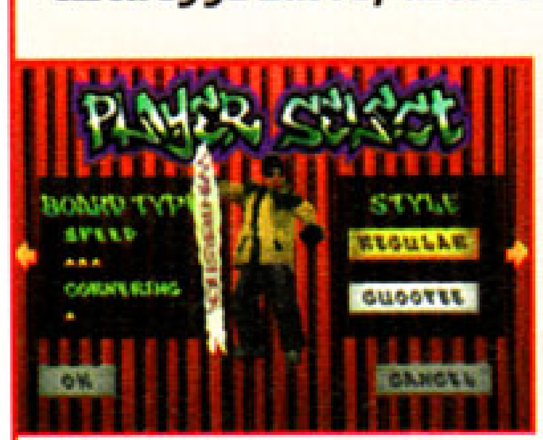
BY	PONY CANYON
PRICE	£TBA
STYLE	SNOWBOARDING
RELEASE	TBA



An aerial 360 in full effect right before your eyes!

CHOOSE YOUR BOARDER

Three different boarding dudes are available for selection in Zap! Snowboarding Trix. It would appear that each of them has a "gnarly" brand of board at their disposal with such great names as "Winterstick", "Avalanche" and er, "Morrow". The The characters' performance on the snow is based on skills such as cornering and maximum speed (performing the tricks remains the same though). What they all have in common is a Kris Kross/ circa 1992 East 17 dress sense. Nasty.





Regular or "guoofee" eh? How sinister.



This guy is the ideal choice for the twisty "hard" level.



Any one who has played Cool Boarders on the PlayStation will come to the realisation that regardless of the format the game is on, it's pretty damn enjoyable. The good news is that apparently there is an enhanced Sega Saturn version on the way, but in the meantime, Saturn owners in Japan can take a look at a game that bears something of a resemblance to CB: the rather improbably titled Zap! Snowboarding Trix.

The game can be played on two levels. First of all, there's the simple downhill race. There are three different downhill courses to get to grips with, each based on difficulty. No-one is likely to have any problem with this ice-based extravaganza, but you're far more probably to encounter difficulties on the other two levels, which feature sharp turns, sudden chasms and even multiple routes. Although there is competition in the form of another snowboarder, the real challenge is actually completing the race in good time.









The graphics on each of the tracks aren't too bad...



The second element of Zap! Snowboarding Trix can be discerned from the title. As you can probably tell from the myriad screenshots, your boarding dude is capable of all manner of aerial madness using a combination of button presses and joypad directions. Points are awarded depending on the complexity and aesthetic pleasance of your air-related trickery, ranging from about 70 points for a slightly graceful stumble right up to 1400-odd for an awesome spinning somersaulting combination.

Zap! Snowboarding Trix features four tracks, three boarders and a large amount of "radical" aerial trickery - as you would expect



I believe that some "mad air" is being "grabbed" here.







The track gets dangerously narrow at some points.



The America course is one of the hardest to successfully master.











Although a bit glitchy, Snowboarding Trix plays pretty well.



Cashing in on the success of Cool Boarders on the PlayStation Pony Canyon have handed in a pretty decent snowboarding excursion







Uneven terrain allows you to perform some huge aerial jumps.

This is the element that gives Zap! Snowboarding Trix its lastability. There are only so many jumps on the courses capable of sustaining awesome aerials, so there is a strong score attack element to the game. Also, there's a great deal of showing-off to glean from this particular title as rather obligingly the camera zooms in to show the excellence (of lack of) for each trick. It really is pretty cool.

Comparisons to Cool Boarders are inevitable and Zap! has both its good and bad points when compared to the PlayStation title. The Sony game is a tad smoother and doesn't feature as many glitches as the Saturn title. However, the Saturn benefits from an environment with far more freedom - you can jump over the walls rather than just collide with them, which offers far more potential for getting more out of the courses in the game.

Unfortunately, there are some very odd bugs in the game. Certain parts of the courses have some very dodgy collision detection which stops you suddenly for no reason at all. Also you sometimes find yourself flying off the edge of the course with the absolute minimum of warning...

Still, the bottom line is that there is obviously a market for a Saturn snowboarding title and until Cool Boarders does appear (which is still to be confirmed), this game should do quite nicely - especially if the bugs and glitches are corrected for any European release. Still, the game has yet to be picked up for release anywhere other than in Japan, so don't hold your breath...



Jump! Jump! Kris Kross'll make ya...

GRAB SOME ER, FREESTYLE AIR

Free Run is the coolest aspect of Zap! Snowboarding Trix. In this section of the game there is no race as such - it's just a case of doing as many tricks as possible to rack up as large as score as you can. There's a special course designed especially for this end, which contains plenty of half-pipe action and various jumps designed to get the most impressive tricks possible out of you. This course isn't available in race mode.



SHINING THE HOLY ARK

In Japan the Saturn is the machine of choice for role-playing adventure games. The Far East natives absolutely love these huge quest-style games... Enter Shining the Holy Ark!

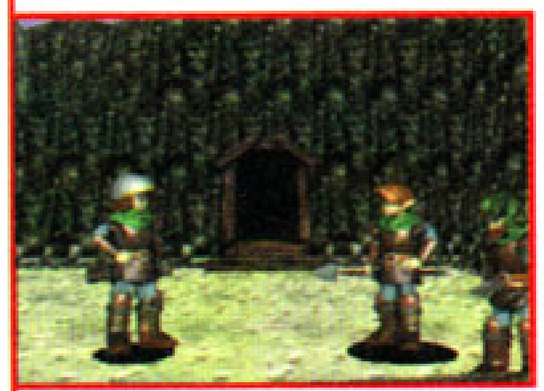
BY	SEGA
PRICE	£TBA
STYLE	RPG
RELEASE	JUNE/JULY

THE VILLAGE PEOPLE

The villages are the place to spend your money. As well as experience points, vanquished meanies often leave behind wonga which you can spend at the mediaeval Shining equivalent of the local high street. Weapons and armour are your priority purchases here - but obviously the good stuff is going to cost you. The best bit of these sections has to be the graphics. The village is lovingly rendered in three dimensions and as you can tell from the shots, it looks great!

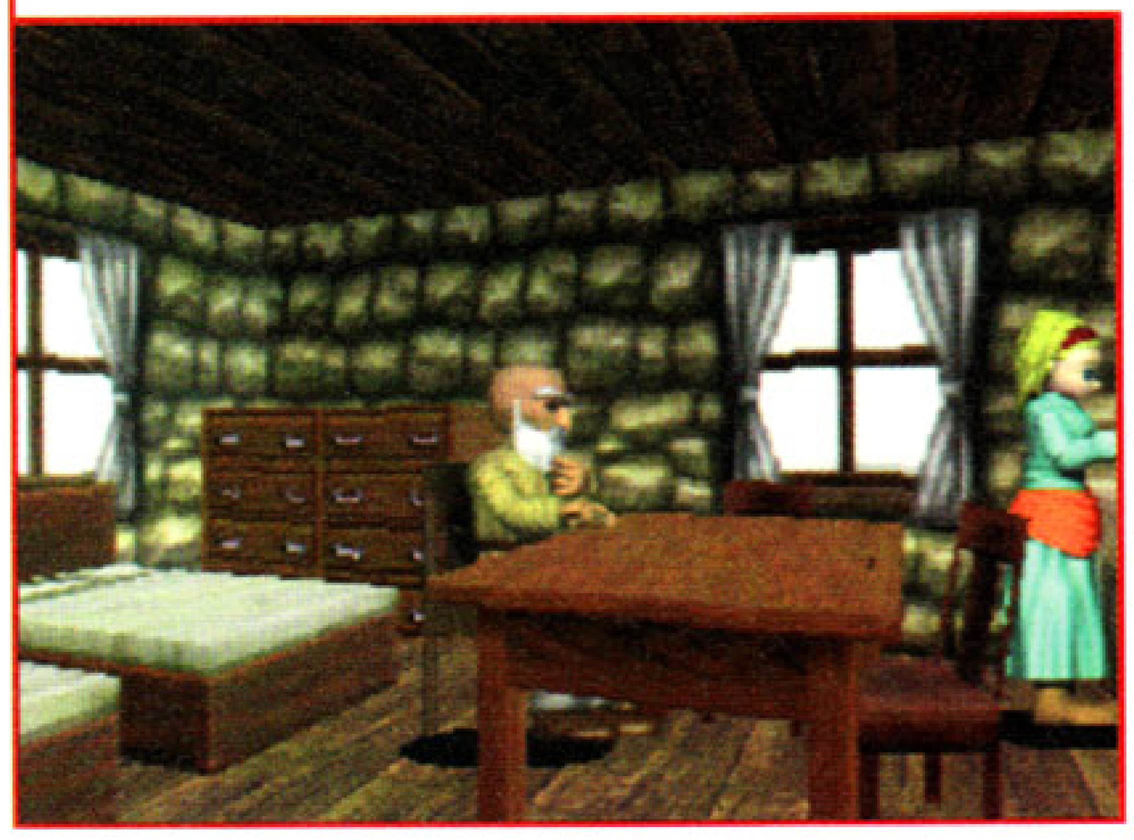


These people clue you in with tons of hints and stuff.





The beginning of the game is set outside of these caves, with cast members filling in the story for you.



The Shining series of adventures is one of the most long-lived and popular Sega franchises. Starting out in 1991 with Shining and the Darkness on the Megadrive, the series is characterised by simple, functional, yet stylised graphics along with a very simple icon system that allows complex actions to be performed in super-quick time. It has been the same in all the Shining games right through from Darkness, Shining Force and of course the first epic Saturn game of the series: the unforgettable Shining Wisdom (the subject of many tips phone calls to the SSM offices - aarrghh!). Now the Saturn is "Shining" once again as Sega prepare to release the latest chapter in the saga, the bound-to-be-huge Shining the Holy Ark... so at least the game is keeping with the tradition of having a slightly odd name.

There hasn't exactly been much innovation to the Shining series since Shining Force - after all, why should Team Sonic (the programming team) bother changing such a universally acclaimed game? Well, a bit of 3D graphical loveliness wouldn't go amiss and that's exactly how the coders have innovated Shining.

The entire shebang is now in full-on 3D, so there's no more overhead scrolling action. Instead it's a quick trip into Polygonsville, with the terrain portrayed with the wonders of texture-mapping. It has to be said that for the most part, 3D or not, the graphics aren't exactly teeming with detail. In fact, the game is split into distinct areas and it's only when



you're travelling between these areas do you see any kind of full-on texture-mapped brilliance. The village areas are particularly nice to behold, with each of the cottages decked out with tons of detail.

However, for the most part, we're dealing with quite a spartan display as you traverse the various mines and forests and what-have-you that make up the major sections of the game. In true Shining stylee, a great proportion of your time with the game is spent in the combat sections. Now, this remains pretty similar to what RPGers are used to with Shining Wisdom. It's still very much a turns-based system with your group performing their myriad physical and magical attacks then taking a breather as the enemy sprites perform likewise on their sorry asses.

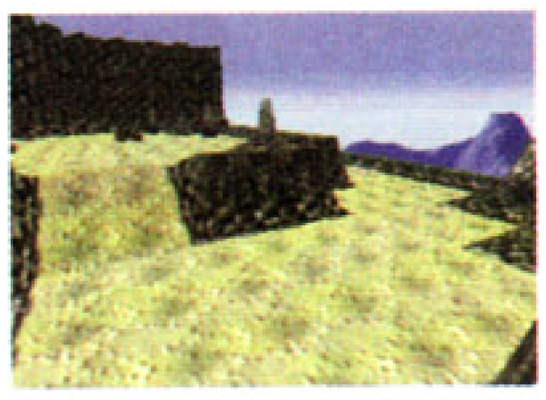
The latest Shining adventure is the best yet with brilliant graphics, an involving plot-line plus some awesome combat action!





The cave system is your first port of call.





Boom! Magic plays an integral part in this game.



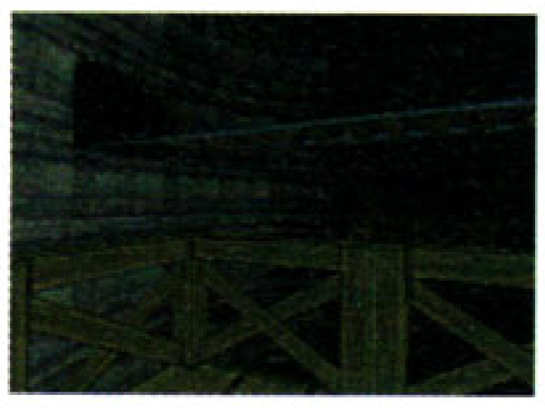
You meet this guy early on. It's a match you can't win!


The villages have the best graphics in the game.


What lovely objects can you see to this man?


Here you've been "asked outside" after visiting the pub. Cue lots of talking (but no fighting!)


You can rest up in the rooms above the pub, restoring all of your energy for the coming quest.



The abandoned mines are fraught with terrible danger!





As you probably can guess, experience points are added for every battle successfully won, and as your character gains levels they become tougher and more versed in magic (opening up new offensive or defensive spells). Artifacts can also be recovered during the adventure and these include better weapons with which to smite the enemy hordes.

In Japan, the Saturn RPG set is quickly bulging to bursting point. Shining is joined by other heavyweight adventures such as Sakura Wars (not likely to appear over here) and the frankly brilliant DragonForce (which remains a distinct possibility). It's certainly good to see that Sega Europe are making a decent enough stab at bringing these games across and translating the vast amounts of Japanese text into English. It's a bit of a shame that we can only have access to games which the Americans choose to translate (their market being so much larger makes RPGs far more economically viable), but as long as the cream of the crop reaches European Saturns, that's fine by us... and Shining the Holy Ark is certainly in that elite band of videogames.

At the moment, Sega are still deep in the midst of translating the text from Japanese to English. However, we've been reliably informed that the hard work is just about done now and the game is still looking good for a June release on our fair shores. Expect the first review of the UK game plus awesome showcase in an issue of SEGA SATURN MAGAZINE coming at ya real soon now!

SPEAK AND SPELL

In these Tolkien-esque adventures, magic comes to the fore as an interesting way to perform the spectacular and the impossible. However, with Shining the Holy Ark, magic is most functional indeed. As well as your obligatory offensive fireball spells and what-have-you, there are also healing incantations that can be used any time during the game (although in the heat of battle is usually the best bet). All magic in Shining the Holy Ark uses up the ubiquitous magic points, which are replenished through rest.





The magic system allows for some spectacular fireball attacks during the combat rounds.





Enter the caves... at your peril!



Entering the forest you meet a new type of meanie... and he's quite tough.

THE CROW: CITY OF ANGELS

After the recent deluge of movie licence games to appear from Acclaim, the latest is The Crow: City of Angels which may cause a sensation by not being terrible. It looks like being quite good fun actually...

BY	ACCLAIM
PRICE	£TBA
STYLE	BEAT 'EM UP
RELEASE	TBA





Batter your opponents with a snooker cue.







Facing off with one of the drunken louts outside the local pub.

The action is very similar in essence to Die Hard Arcade with the Crow being free to roam around the 3D environments engaging in combat.

FLY MY FEATHERED FRIEND

The Crow is the latest of Acclaim's games to use their all-new motion capture system, which basically involves attaching ping-pong balls to someone and making them jump about a bit while you film them. This is in evidence throughout the game with moves looking quite realistic, especially in the fight sequences with the cool roundhouse kick.





It's not just the usual hoods you face in the Crow. Oh no. There are loads of fat semi-naked leather clad women too.

The Crow was the film that launched Brandon Lee's career for all of fifteen minutes before his untimely death. You might think that the absence of its star would make a sequel difficult, but no. However with the absence of Lee, The Crow: City of Angels failed terribly. But that didn't deter Acclaim who snapped up the movie licence and are now putting the finishing touches to the game-of-the-film as we speak. We can only wait with bated breath to see what delights they throw our way. But by way of whetting your appetite somewhat, here's a sneaky look at what's in store.

The game itself follows roughly the same plot as the film, but considering hardly anyone went to see it, most of you won't know what it's about. Basically it's about a guy who for whatever reasons, has his life torn apart and by way of revenge assumes the guise of the Crow and goes about dispensing punishment to those responsible. Yep, you've guessed it, it's another beat 'em up. But not the usual side-scrolling platform beat 'em ups that Acclaim usually toss our way. Oh no. The action is very similar in essence to Die Hard Arcade with the Crow being free to roam around the 3D environments engaging in combat with several enemies at a time. At your disposal are a range of punches and kicks with which to beat up the enemy and also various improvised weapons which are littered about the place such as bottles and lead bars. These often have the effect of making your opponent shed much blood, which makes the unnecessary violence even more satisfying. Looks-wise The Crow 2 bears an uncanny resemblance to Resident Evil, albeit a slightly more tatty version. The backgrounds are all pre-rendered and feature a number of dramatic fixed camera positions from which it is possible to view the action. The game also features Acclaim's much vaunted motion capture system, which unlike many of Acclaim's other releases can actually be seen in evidence here looking quite convincing in the fight sequences.

However, The Crow: City of Angels still needs some attention in certain areas, notably the sluggish and unresponsive controls and the slow accessing times between scenes. Hopefully such minor problems will be sorted out in time for the review in the next issue of this outstanding publication.





The Resident Evil style dramatic camera angles in their full glory allowing you to see the action up close. Cool!



Roundhouse kicks take out several bad guys at once.





Virtua Writer™

Welcome my jungle friends to this month's letters page, or Virtua Writer to give it its side-splittingly humourous title. In keeping with tradition we cast aside all rational thought and bear our souls on those niggling irritations that have plagued us throughout out childhood years. Whether it be the infamous Saturn vs PS debate, fan mail for Rich or suggestions for a Readers Wives section. All correspondence is welcome at the sender's risk of mockery and ridicule. Send your scribblings to "The Only Building To Survive The Blast" Mailbag, 37-39 Mill Harbour, Isle of Dogs. And to hell with you if you don't!

BLAZING DRAGONS DEBACLE!

DEAR SSM

After reading your review on Blazing Dragons I had decided that this was the worst game ever. But then I bought the magazine Sega Power one week and this magazine gave Blazing Dragons 85% saying that it had superb animation and characterisation throughout, also that it was better than Discworld! Then I bought CVG who also gave Blazing Dragons a high percentage! Who should I believe? I have been reading your mag since July and I am deciding to stop buying it because I think I am being misled. Please answer my letter.

Chris Wade, Bradford

CVG rated Blazing Dragons with a score of two out of five, having dropped the use of percentages some time ago. What this means is that it is a pretty poor effort of a game. As to the disparity between between the score it received in our magazine and that of Sega Power, this can be seen as echoing the disparity between our journalistic talents of being able to effectively judge the merits of a particular game. Make no mistake, Blazing Dragons is a terrible game that should never have seen the light of day in this country. LEE

CHRISTMAS NIGHTS TEDIUM

DEAR SSM

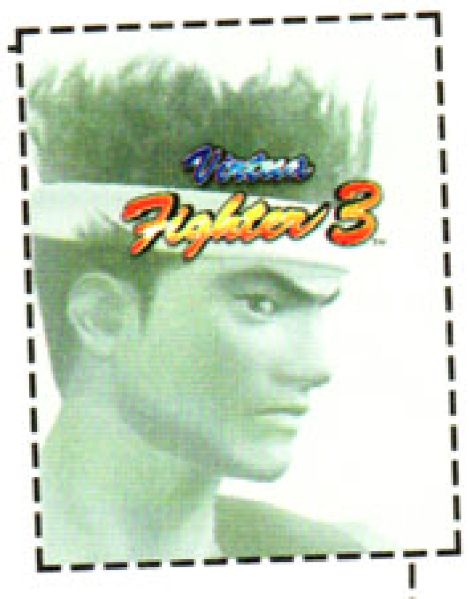
Why are so many people complaining that they can't get hold of Christmas NiGHTS? Unless there has been a massive improvement on its original tedious gameplay, who'd want it? NiGHTS, along with all of AM Departments' so called brilliant 3D beat 'em ups should be banished to hell for all eternity. NiGHTS could have been brilliant if it was total freedom of movement through a 3D stage but all it is, is following a boring set route which is really annoying and restricting. The only good thing we got from the pack was the analogue pad. NiGHTS and the AM games (with the exception of Out Run, Daytona and Athlete Kings) have one vital ingredient missing from them, decent gameplay!

Also when are Sega going to get their act together? As you can see from your "out now" section there are much more rubbish games than there are good. Here's a crazy idea, why doesn't Sega get more games on the shelves instead of starving us of games like they did with the Mega CD?

Alex Charles and David Metcalf, Luton

With comments such as these you have left yourself open for much taunting and ridicule over the coming months. LEE

So if the majority of games are crap, let's have more of them eh? My god Holmes how do you do it? RICH



BOOK WINNER

INTELLIGENT LETTER SENSATION!

DEAR SSM

Forgive me for a second if I sound stupid but isn't there more to games than transparency effects? Here's me thinking that the true strength of a console comes from its selection of world class games, when actually it all boils down to graphical frills!! What a pillock I've been.

Letters such as those from Mickey T in Issue 15 are a real shame. Be honest people, is Fighting Vipers any less a game because of its lower resolution? Is Virtual On a crappy game after all because there are no transparency effects? Is VF2 a poor conversion because the bridge is missing from Shun's stage? Of course not, don't be so ridiculous.

Conversions seem to be a bit of a sticky area of late. The problem is that developers are a lazy lot. Rather than programme a game from scratch, it's far easier for a team to take the original PS code and stick it on a Saturn with a few minor alterations to keep the speed up etc. If you want to truly see what the Saturn is capable of, compare Exhumed to smelly old Alien Trilogy or Panzer 2 to Destruction Derby. There's a huge difference. The situation is improving. There's barely anything between the Tomb Raider conversions and Wild Nines should be hot. Like Exhumed and Tomb Raider it's being written primarily for the Saturn. As far as coin-op conversions go, it's legend now that no matter how powerful home consoles get, arcade stuff will always be streets ahead.

Comparing home conversions of VF2 and Tekken 2 are worthless however. Arcade VF2 uses state of the art Model 2 hardware, whereas Tekken 2 arcade is based on PlayStation hardware, So of course Tekken 2 is a good home conversion.

Mark A Storey, Sheffield



At last! A coherent sensible letter with a point to it. LEE

Developers seem to agree that the PlayStation produces better results with its 3D. To all of them I say "look at Panzer 2" - which has yet to be equalled by any Sony game. RICH

MORE DOOM AND DESPAIR

DEAR SSM

Lets get down to a reasonable question. Are Rage Software going to give us a decent conversion of Doom or not? If not I shall be forced to send them a lump of turd through the post for being another company bringing inferior conversions of classic games to the Saturn. I'm sick of having a machine that is under constant criticism from PlayStation tossers, laughing at the Saturn trying to run PlayStation conversions (Destruction Derby, Wipeout etc.) which I mainly think is down to sloppy programming and inexperience. Second best! That's what us Saturn owners are and why should we be. So come on Rage, give us the Doom we deserve, not some slow, jerky cack of a game. We've been waiting two bloody years for it!

Matthew, Durham

Rage Software's version of Doom that sneaked out into the shops is the only version you are likely to see for the Saturn. But just as Doom has arguably been surpassed on the PC by Duke Nukem 3D and the awesome Quake, so it shall on the Saturn with Lobotomy at the helm. You'll see. And if it's Doom clones you're into, check out Hexen or Exhumed as the Saturn has superior versions of both. LEE



It seems people still want a good version of Doom. Sigh.

BEWARE: EXPENSIVE IMITATIONS!

DEAR SSM

I feel I am forced to write in about and also to warn other Saturn owners about the feeble excuse for a magazine known as the "100% Unofficial Sega Saturn Magazine". It's rubbish. It's printed on rubbish paper, it's 30 pages long compared to your 100 pages and here's the funny part, how much do the charge? £1? £2? £3? No! In fact they charge £3.95! You only charge £2.75 and you've got three times as many pages and all the latest reviews and interviews.

Also I had to write about Gareth Morgan and another kid who actually had the nerve to practically slag off the AM departments after they gave us

Virtua Cop 1 and 2 and the Virtua Fighter series. And they asked if you were on something!
I was also wondering because one of my mates who has a PS said that AM2 are going to convert the Virtua Fighter series to the PS. Is this true? Thanks.
Peter Bugden, London

I'm not quite sure which magazine you're thinking of, but if it's the same one I'm thinking of I agree with you completely. As to Gareth Morgan, frankly he was talking out of his anal retentive arse. And no, AM2 will not be converting any of their titles to PS or Nintendo for that matter. LEE

RENT BOY WRITES...

DEAR SSM
Please print this letter as I have never written to a magazine before. All this rabbiting on about exhumed made me go down to the local Blockbuster Video store and rent it. When I started playing it, it looked cool but didn't have the Doom like playability. In my book Exhumed is CRAP! I also rented Alien Trilogy from the same shop. For three nights it cost me £5.49. Through the the three nights Exhumed was in my Saturn about three times and Alien Trilogy was in about twelve times. I think that Alien Trilogy is 10 times better than Exhumed. Thanks for printing this letter. Goodbye.
Chris Webster, Sunderland
PS. I think your magazine is ACE!

As good a game as Alien Trilogy is, it pales in comparison to the mighty Exhumed. Exhumed is a more subtle game than Doom which may take a while to get into but is a truly remarkable game. You may have found this out for yourself if you'd have played it more than three times. LEE
As a one-player game Exhumed is superior in design to Quake. High praise indeed. The only thing a bit cack about it are the spiders. RICH

RATINGS RANTINGS

DEAR SSM
This might seem a little trivial but when you give us these magical ratings of games at the end of each review so all us lot go "flipping heck let's get that game pronto", where do you actually get these amazing figures from?

I myself believed you obtain these figures by adding all the scores from each area, graphics, sound, playability and lastability then divided that number by 400 (the total of the four areas) then multiplied by 100 to get the percentage rating. But actually this isn't as true as you may think. Now one day when I was bored I decided to go through my stack of magazines which of course I had mostly read. I had a calculator with me at the time so I just started to find out how you get these ratings and I found that although you had been following the same working out process you have been massaging the figures with intent to raise them above the 90% recommended level for some games.

This doesn't seem to be true with the naff or average games but it does with the better ones. So come on SSM explain yourself, I certainly trust your excellent opinions but please explain your rating system. You're either awful at maths or just changing ratings as you see fit.
James A Thompson, Hull



Command and Conquer has average graphics but stunning gameplay... so does it deserve 94%? Well, yes.

OK Poirot, let me explain. We don't go through any mathematical process to achieve the overall score as it would distort the ratings system. Take Command and Conquer for example, a game that deserved every percent of its 94% rating. The game only has very simple graphics and adequate sound, but this doesn't detract any from the superb gameplay. However if we were to work it out following your method it would only score 85%, thus vastly underrating a superb game. The converse is also true. LEE

THUNDER IN PARADISE

DEAR SSM
I am replying to a letter you got in Issue 15 talking about WWF. I think they're right. And how can you call the WWF outdated when in the tour at the London Arena they got a sell out crowd as well as the WWF mag selling more than yours. I wish one of them would come to your office and power bomb the lot of you! Oh yeah, and the PlayStation is better than the Saturn, just look at Wipeout 2097, Tekken 2, Victory Boxing '97, Crash Bandicoot, F1, Resident Evil and loads more. Also the PSX has the best Tomb Raider, Die Hard Trilogy, Alien Trilogy, Wipeout, Doom, Destruction Derby and Magic Carpet and loads more. Why don't you all swap your Saturns for PlayStations.
Alex Gladwin, Middlesex

I agree with you wholeheartedly on the WWF thing. I think it's a damn cheek that ignorant people have the nerve to suggest that fat old men in leotards slapping each other isn't a sport. It takes a lifetime of dedication to grow bear bellies that big and learn to fall over so convincingly. I'm in awe of the whole thing. LEE



Alex Gladwin wishes that one of these guys would come to our office and "power-bomb the lot of us". Urrrrgh.

BRIEFLY...

Dear SSM
There's only one problem with your mag. When a game gets ported over from the Megadrive instead of judging the game on its playability you judge it on the capabilities of the Saturn and give it a lower mark. OK so they were originally Megadrive games but if they play well does it matter? If a game gets 95% on the Megadrive and it comes to the Saturn and plays the same it should also get 95%.
Jon Taylor

When a new, more powerful piece of hardware comes out it shifts the goal posts slightly and allows programmers much more scope to create innovative and sophisticated games they could only have dreamt about on the older formats. For this reason simple Megadrive port overs are not really acceptable and are judged accordingly. LEE

Dear SSM
I am writing to ask what qualifications I require to work for a magazine such as yours?
Craig Maddison, Durham

A deep knowledge of videogames, impeccable writing skills and the ability to perform all manner of degrading acts at The Master's request. LEE

Dear SSM
Please print this letter as it is the first letter I've sent to a magazine.
I've had a Saturn since Christmas and I totally love it, I also try to read all the Saturn mags I can and I read in Mean Machines Sega that you're joining with them. Does this mean that your already amazing mag is going to get better (is that possible?)
Jonathon Street, Somerset

We were all saddened by the loss of Mean Machines Sega, but we've managed to find a place in our hearts and our office for many of their staff. This means more power to SSM, with more exclusives and more quality demo discs than ever before brought to you through our tireless efforts and unrivalled expertise. LEE

Dear SSM
I must say I think Sega have got it all wrong in the advertising department as you don't really see many advertisements for the Saturn do you? Whereas with the PlayStation it is different. Sony even sponsor Italian giants Juventus who are probably one of the biggest clubs in the world. This must surely help to sell PlayStations, so why don't Sega get their finger out before it's too late?
Phillip Collins, Birmingham

It is true to say that Sega has vastly under marketed the Saturn (compared to Sony's multi-million pound campaign), relying heavily upon their name to shift the Saturns off the shelves as opposed to a clever ad campaign. Clearly this hasn't worked quite as well as they had hoped. However I'm not sure that sponsoring a foreign football team is the answer to all of Sega's problems. LEE

Q&A

Once again the Q+A bandwagon rolls into town. The objective is this page is simple. You ask us any old question about the zany world of the Sega Saturn and we'll endeavour to answer it. Our editor, Rich "Brainiac" Leadbetter temporarily halts his plans to rule the universe in order to answer some queries, whilst Sega Europe overfiend Mark Maslowicz fills in the gaps - meaning that you get DEFINITIVE answers to your most testing queries. Write with your most demanding questions to: Megalomaniacal Q+A, SEGA SATURN MAGAZINE, 37-39 Millharbour, Isle of Dogs, London E14 9TX. Please be interesting, especially with your intros before you start your questioning.

THE PURSUIT OF PERFECTION

Dear SSM,

Your mag is the best, so could you please answer my questions?

1. In your magazine, have you ever rated a game 99% or 100%. If so what game was it?
2. What's your overall favourite game and what mark did it receive?
3. In the 32X version of Virtua Fighter you could select different camera angles. Why doesn't the Saturn version have this?
4. When is FIFA 97 coming out?
5. Is WipEout 2097 coming out for the Saturn?
6. Is there going to be a Virtua Cop 3 and if so, will it look as brilliant as VF3?
7. Is there going to be a 3D Streets of Rage game?

John Keating, Cambridge

1. No. For a game to be that good, it would have to be nigh-on perfect. 2. Opinion here is divided between NiGHTS (97%) and Virtua Fighter 2 (98%). I (Rich) would go for VF2. 3. The 32X version came out later. 4. It should be out any day now, but Worldwide Soccer '97 is FAR better. 5. It is rumoured to be coming out near the end of the year. 6. Sega's latest arcade shooter is House of the Dead. See this issue's Coin-Operated section.

MEGAMIX STEALING VF3'S THUNDER?

Dear SSM,

Please print this as your mag is ace and the questions I'm about to be raised and answered for the benefit of the human race.

1. Since all the VF3 characters have basically been duplicated on Fighters MegaMix, is it really worth buying VF3?
2. When will you review and rate that spiffin' looking game Dungeon Keeper?
3. When is Sonic: The Fighters out and is it any good?
4. My PlayStation loving mate reckons that a crap game called Tekken 3 is going to trash VF3. What do you think?
5. I'm about to get NiGHTS so is there any chance of some cheats?

I know you'll print this because you're not tight buggers.
A lot of thanks,

Lyndon Booth, Somewhere.

1. Yes. The rumoured plug-in cart should produce spectacular graphics far in advance of MegaMix. Oh yeah, although the moves are in, the characters react differently. Plus there's the small matter of the interactive backgrounds and the two extra characters. 2. No. Because Dungeon Keeper has been canned. Boo! 3. Sonic: The Fighters isn't coming out. 4. Even Tekken fans have been disappointed with T3. One office Tekken fan called it "Tekken 2 with beards". VF3 will of course be far, far superior. 5. It would only ruin one of the best games ever for you.

AN EXHUMED FAN WRITES...

Dear SSM,

1. I would like to thank your great mag for telling us time and again to get Exhumed. I decided in the end to go out and buy it. To my delight it's the best game on the Saturn - simple as that. But why did you only give it 93%?
2. Any chance of Exhumed 2?
3. Sorry another Exhumed question (if you don't have this game you're a plonker). Any chance of some tips on the whereabouts of the team dolls?
4. Do you believe in UFOs as me and my girlfriend saw one the other night?
5. Why is the PlayStation easier to program than the Saturn?

RM Harper, Barnsley FC.



People are finally realising that Exhumed is ACE!

1. We've updated the score to 94%. Yes it is amazing, but it does have some small problems. 2. It's a possibility, but Lobotomy are busy with Duke Nukem 3D and Quake at this time. 3. We did a guide two issues ago. And it was ACE! 4. I (Rich) believe that Unidentified Flying Objects exist, but I am less than certain about their origins. 5. The PlayStation is designed for 3D whereas Saturn is a good all-round machine - that's why Saturn 2D games are far superior to the PlayStation ones.

ZZZZZZZ

Dear SSM,

I was hoping you would be able to answer a few queries I had about the almighty Saturn (and its games).

1. When will Fighters MegaMix be out?
2. How about some Command and Conquer codes (infinite money...)



MegaMix and C&C: two hot Saturn titles!

3. I've saved up £250 and was wondering what recent games I should get?
4. I've heard that on the PSX version of C&C you can play Covert Ops and I was just wondering if and how you can on the Saturn version?
5. Is it true that Quake is going to be a Saturn exclusive?
6. Is C&C: Red Alert coming to Saturn?

David Batt, Burgess Hill

1.At the moment it's planned for June 5th. 2. We did some codes a few issues back. 3. Manx TT SuperBike, Soviet Strike, Exhumed, NiGHTS, Virtual On, Tomb Raider, Street Fighter Alpha 2, Dark Savior. 4. As far as we know the Saturn version is identical to the PS game. 5. It 'll be exclusively first on Saturn by a number of months. 6. It's likely to appear at the end of the year.

ZZZZZZZzzzzzz

Dear SSM,

Please could you answer my questions. I buy your mag every month and I think it's brill!

1. Will Destruction Derby 2 and WipEout 2097 be coming out on the Saturn? If so, when?
2. I've heard the Tekken series is coming out on the Saturn, if so when?
3. Do you think I should buy Exhumed or wait for Quake and Duke Nukem 3D?



Duke and Quake: future stars coming FIRST to Saturn!

4. Is there any news of a football management sim for the Saturn?
5. How much will Enemy Zero cost?
6. Is it worth buying Die Hard Trilogy if I haven't got the Virtua Gun?
7. Please convince my friends at school that the Saturn IS better than the PlayStation.

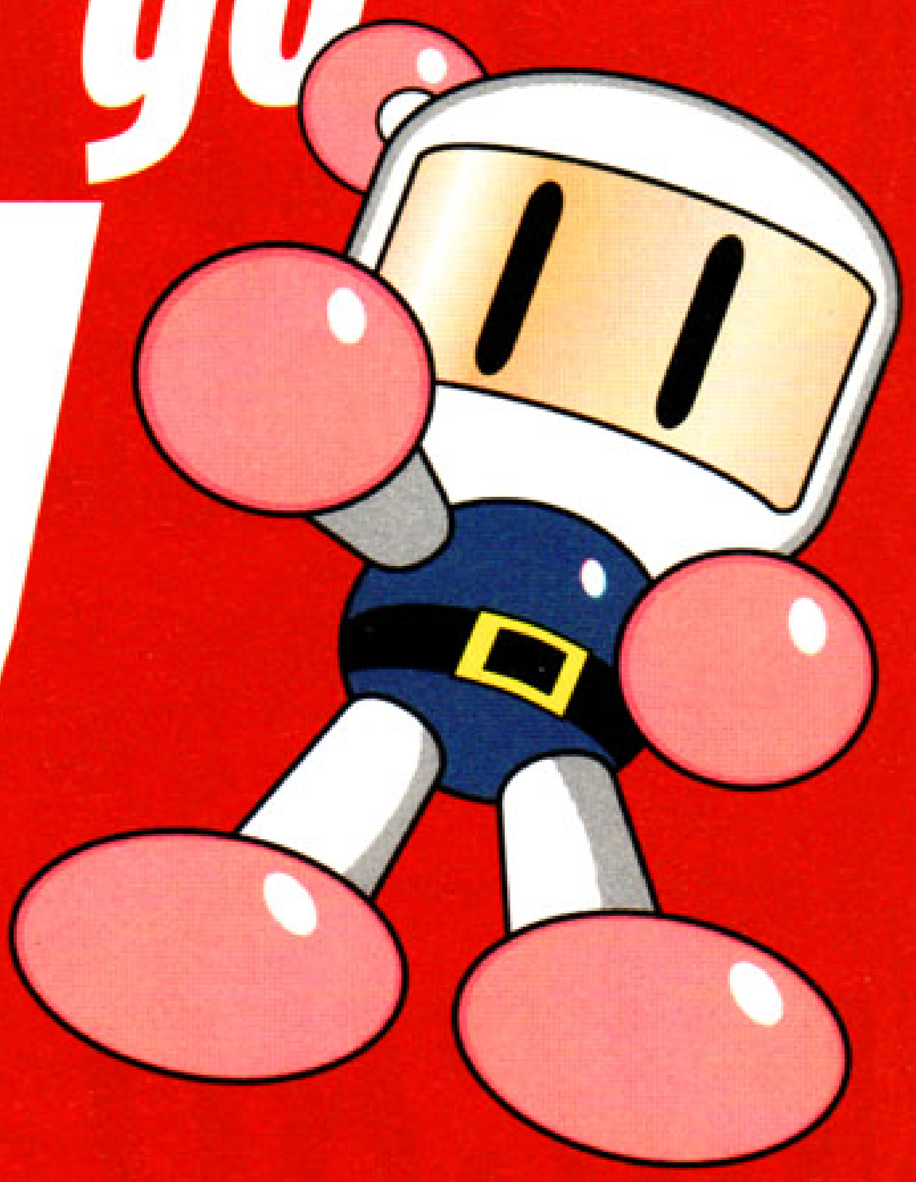
PLEASE PLEASE PLEASE print my letter as this is the first time I've written in.

Diego Tedesco, London

1. Both are in development already. 2. You heard wrong. 3. Exhumed should keep you occupied until Quake and Duke appear. All three games are going to be serious contenders. 4. Gremlin have plans... 5. Under £50. 6. Play the other games (Die Hards 1 and 3) and see if you like them. 7. Just show them games like Sega Rally, Virtua Cop 2 , VF2, NiGHTS, Worldwide Soccer '97, etcetera.

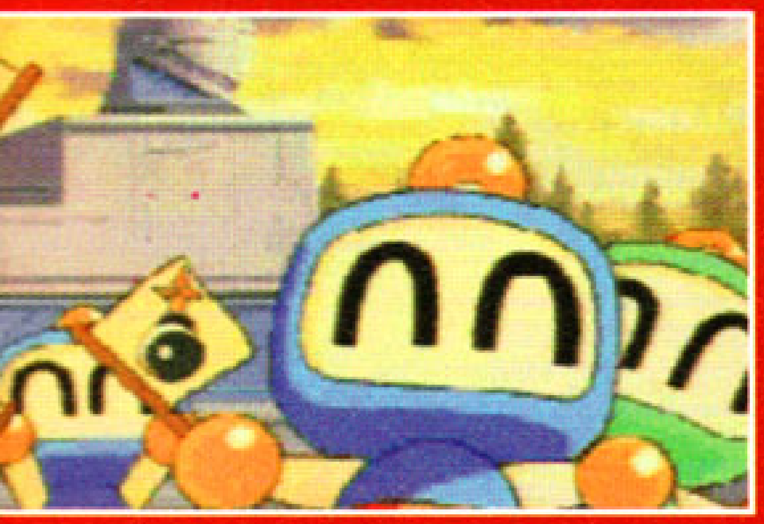

Britain's Best-selling Independent Guide to Sony's PlayStation and more... Volume 2 • Issue 7 • April 1997 • £2.95
PlayStation plus
APRIL ISSUE OUT NOW!
MICRO MACHINES
V3
SMALL BUT PERFECTLY FORMED...
EVERY NEW PLAYSTATION GAME REVIEWED AND RATED
ROUND 1
DESCENT 2
DOWN, DOWN, DEEPER AND DOWN
NIGHTMARE CREATURES
GOTHIC HORROR
THE BIG FIGHT
CAN SONY KNOCK OUT NINTENDO'S NEW CONTENDER?

Things that make you go BOOM!



Although available on import for nearly a year, Hudson Soft's legendary explosives expert has taken his time appearing on these shores. Fortunately for all you pyromaniacs out there, Sega have finally seen fit to deem Bomberman worthy of the PAL conversion treatment. MATT YEO lights the blue touch paper and stands well back...







Let sleeping Bombermen lie! The game kicks off with a slick anime intro which is a real hoot.

If Quake is the current king of multi-player game, surely Bomberman is the young pretender to the throne. However, unlike id's stunning PC classic Hudson Soft's most recognisable character has a genuine lineage with a long running series of games that have successfully survived the transition from console to console for a number of years. Originally appearing on the ill-fated PC Engine, Bomberman has also made his mark on the Super NES (numerous times), Megadrive and even the humble Game Boy. However, the one factor that has been a constant in each and every single outing has been the incredibly addictive yet simple gameplay that has become a trademark of the series. Saturn Bomberman sees the series finally moving into 32-bit territory with frantic multi-player options enabling up to ten TNT terrorists to try their hands at some devious detonating. At first glance, Saturn Bomberman may appear to be just a cute 16-bit style title hardly meriting the power that the Saturn is capable of weilding but lurking beneath its basic visual surface is a game of incredible depth and playability. **SATURN BOMBERMAN IS REVIEWED ON PAGE 52.**

Set in a variety of enclosed arenas, players attempt to defeat their opponents by blowing them up with lethal explosives. Drop a bomb, leg it round the corner to safety and wait for the bang. It couldn't be simpler. Perseverance and skill always result in tense, nail-biting sessions with players using a variety of handy pick-ups and sneaky tactics to wipe out less talented Bombermen. Multi-player games are often chaotic affairs punctuated with cries of "Oh no!" or "What the..?" as inferior players are sent to a shrapnel stained grave. As the ultimate party game (with MB's Twister coming in a close second) Saturn Bomberman guarantees hours of side-splitting fun.



THE GUN POWDER PLOT

As in previous outings, Saturn Bomberman offers a variety of play modes enabling lone players to tackle a challenging story mode or multiple players to indulge in some hilarious bombing shenanigans. First up there's the Normal Mode which presents players with some amusing anime cut scenes chronicling the adventures of the Black and White Bombermen as they travel the globe in search of the fiendish Mr Meanie and his Meanie Gang (my what imaginative names). With a thirst for world domination and an army of robotic slaves at his command, Mr Meanie is determined to gain ultimate power and the Bombermen must use their blasting abilities to save the day. Normal Mode may be tackled by either one or two players and requires successful completion of five unique themed worlds ranging from the carnival atmosphere of Amusement World to the oriental antics of Samurai World. Each world is split into a number of single stages some of which are scrolling levels prompting some degree of exploration. By locating and destroying a certain number of red flashing beacons, and surviving the roaming denizens of each stage, players are allowed to progress on their journey. Following a set number of levels, it's your job to take on the might of huge guardian characters guaranteed to test the patience and abilities of even the best Bombermen. The final showdown takes place in Meanie's base with the fate of the planet hanging in the balance!



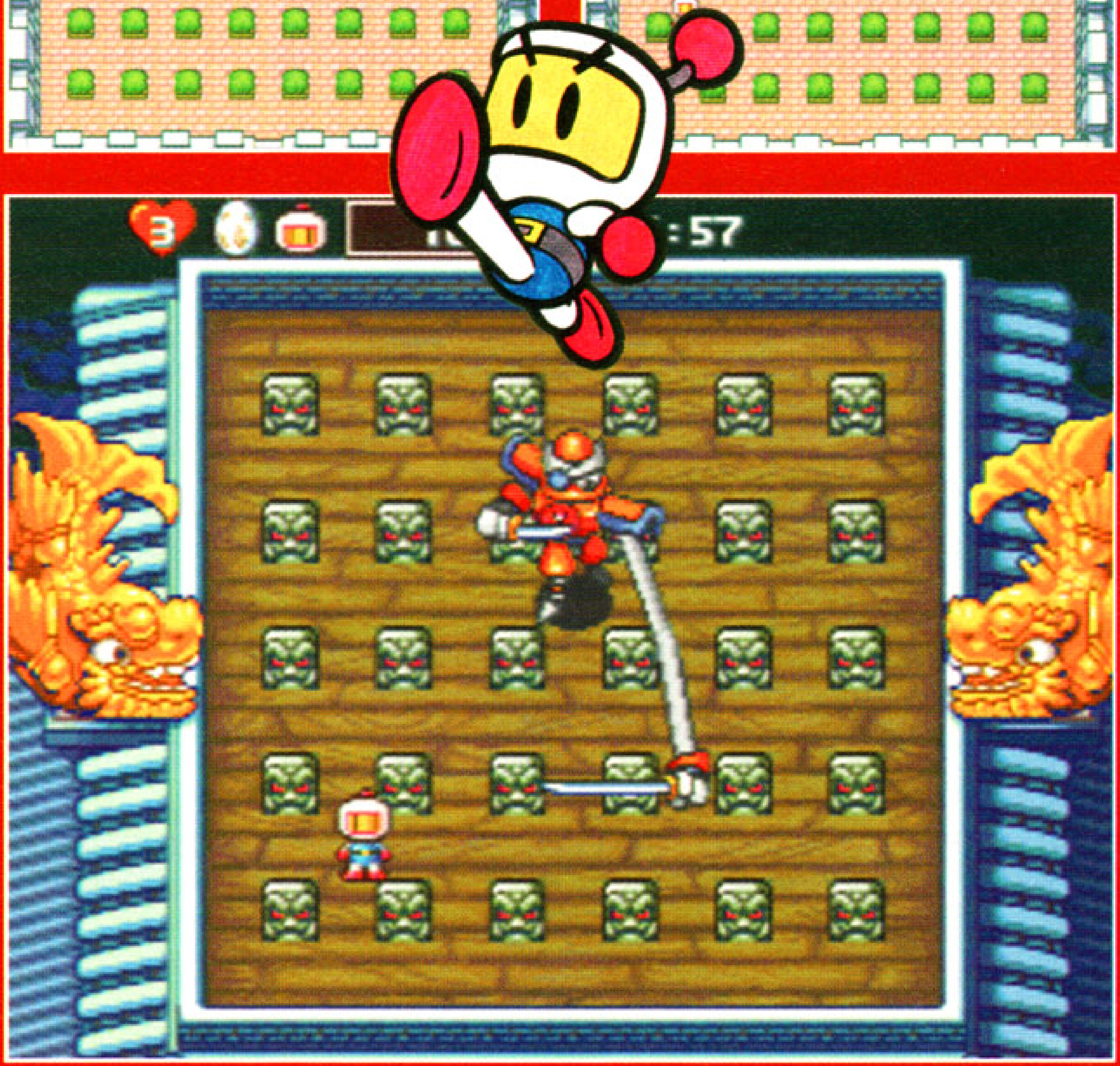


MASTER MODE

The final play mode is essentially a ranking mode where players are required to enter a tower containing a number of stages and survive numerous encounters, including tackling lethal bosses. With only one life available, players have to use the utmost skill and collect plenty of power-ups if they are to have any hope of surviving. Completion of each tower (or defeat at the hands of an enemy) results in a special certificate being awarded which lists a player's score, date achieved and more impressive statistics. This information may then be saved and displayed for all to see as a well as acting as a benchmark for future challenges.















Tokyo Joe takes a swing at White Bomberman in the tricky skill-testing Master Mode. With only one life players must face a horde of enemies including big, blasting bosses. Winners (and losers) have their scores displayed on a nifty certificate (right).

BATTLE MODE

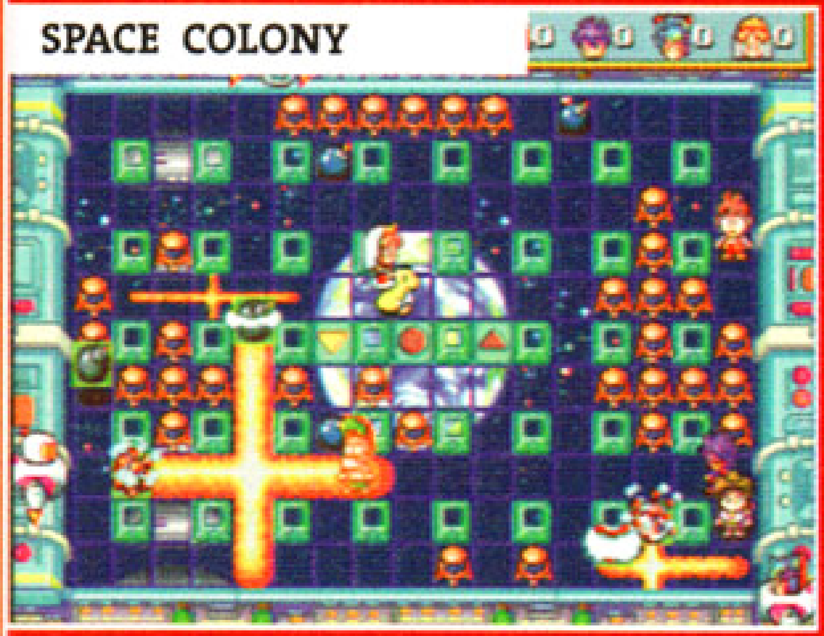
The second play mode offers a wealth of extra options which are essential for customising games. These range from setting the screen to the optimum size (see multi-tap info), selecting single or team battles (involving anywhere from one to ten players), number of battles, time limit and even activating some particularly nasty power-ups (such as the random Devil icon). It's also possible to play against CPU opponents, human opponents or a combination of both. From here players choose individual characters and then select from one of eight stages to battle on. Defeated players can still attack using the Mad Bomber option.


PATH TO GLORY


SOCCER STADIUM


JUNGLE TRAP


DESERT TWISTER


SPACE COLONY


BOUNCING BOMBER


NINJA HOUSE


FACTORY FLOOR

Although each stage features the same basic grid-like layout, certain levels boast unique features such as conveyor belts, trampolines and trapdoors. Strategic use of these can save you from an unexpected toasting or be employed to hurl bombs at opponents from far away. Play continues until one player emerges victorious although if the timer reaches zero all characters on screen have to dodge a shower of one ton weights that come crashing down, reducing the play area in size. Hang around for too long and you'll face a crushing demise from above. Activate the Devil and Mad Bomber options and you're just asking for trouble. The former acts as a random power-up, which has all manner of effects on both recipient and opponents alike, while the latter enables losers to fly around the edge of the screen in a small jet-powered craft launching bombs at all and sundry. As you'd expect when the action reaches this level, matches are often fast, furious and over in a few seconds. Survive this onslaught and you're a real pro!





THE USUAL SUSPECTS

Selecting any of the available modes (with the notable exception of the Normal Mode) enables players to choose from a roster of ten cute characters, all of which have identical abilities, but obviously individual costumes make multi-player games easier to follow. For starters there are the Black and White Bomberman who have appeared in every single version of the game since its inception. The remaining eight faces may seem familiar to long term Hudson Soft fans as they've all appeared in a number of titles produced by the Japanese software supremo over the years, ranging from little known RPGs to platform games. Two of the more recognisable characters have to be the bad tempered bald baby, BC Kid (or Bonk!) and the Neanderthal nerd from Adventure Island, Mr Higgins (renamed Master Wigins for the UK). Both characters have appeared in Super NES games of yesteryear and have obviously been plucked from video game obscurity to appear in Saturn Bomberman. The remaining cast are made up of Sengoku Manjimaru and Kinu (from Tengai Makyo), Kabuki (from Kabuki Klash), Milon (from Milon's Castle) Honey (who hosts Hudson's Fun Club web site) and Kotetsu her number one fan. Curiously the Japanese version of Saturn Bomberman featured two additional characters accessible via a secret code although this cheat appears to have been removed from the PAL release.

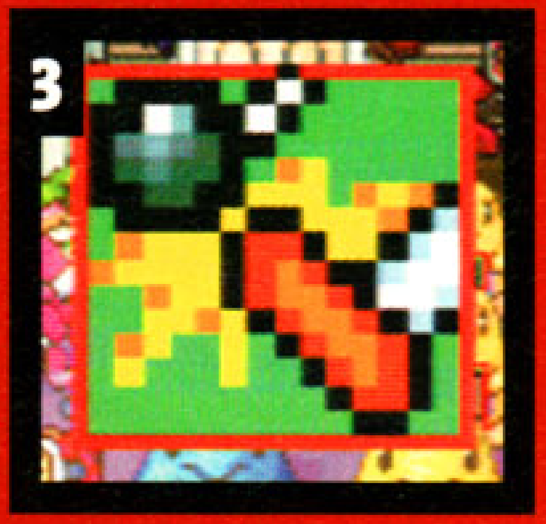


BAN THE BOMB!

Skillful games playing will only get you so far in Bomberman and players will need to uncover a selection of special power-ups in order to survive encounters. These icons are hidden beneath blocks and crates that block the many paths in each level. Detonating a bomb near these blocks will crack them open enabling your character to collect the item from within. These power-ups greatly enhance a character's abilities but some, such as the Skull icon, can cause untold damage to both you and your opponents. By combining power-ups players can pull off all manner of devastating effects. Here's a quick look at just some of the deadly devices on offer:

1


2


3


4


5

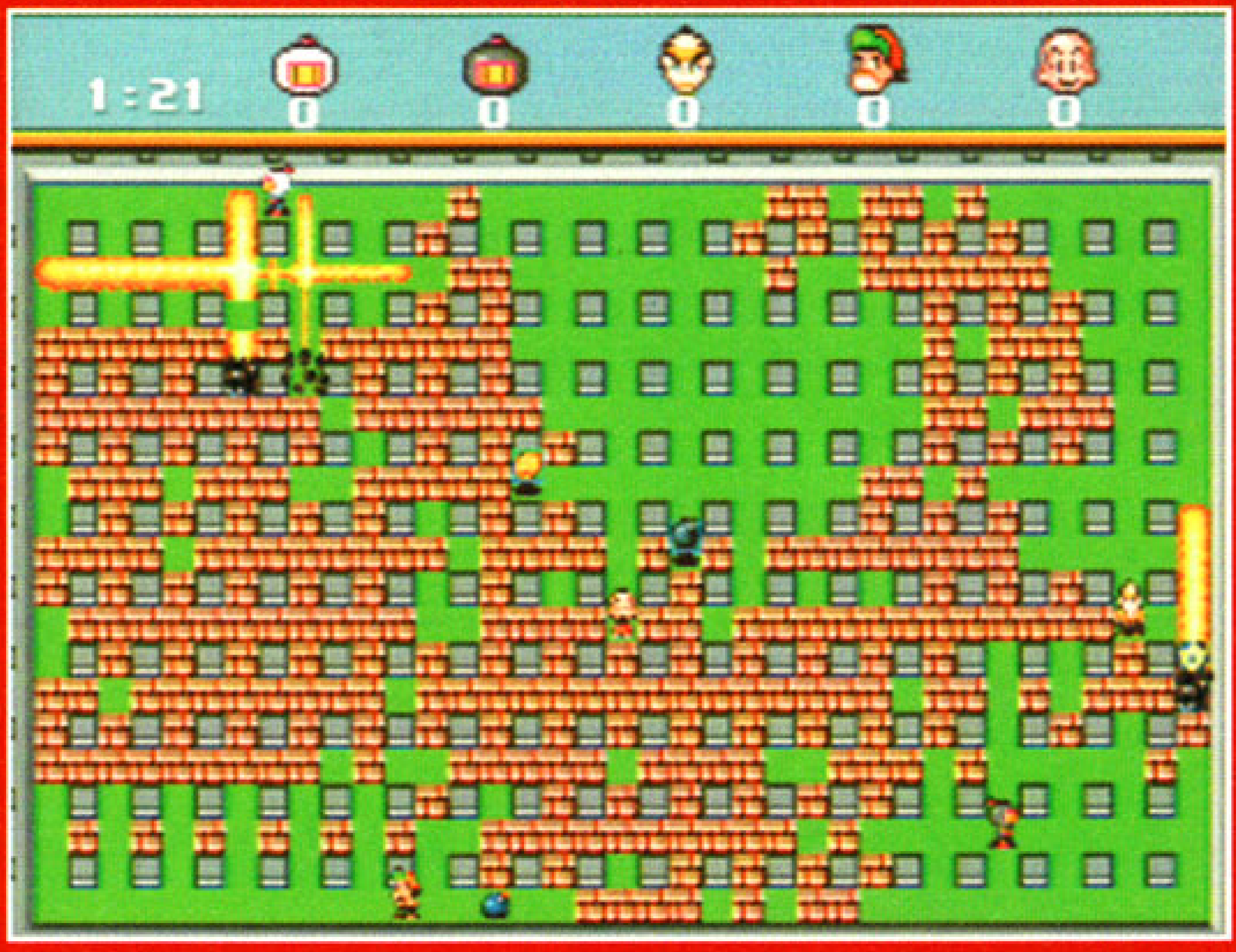

1. EXTRA BOMBS: Initially you're only capable of dropping a single bomb in succession. However, locating this useful icon enables multiple devices to be dropped thereby increasing the number of potential hits. Releasing bombs at crossroads is usually a safe bet as the resulting explosion spreads out in four directions for maximum impact.

2. POWER GLOVE: A familiar sight in virtually every Bomberman game is that of a lone character trapped by either their own incompetence of by a sneaky opponent placing bombs in strategic locations. This tactic is usually guaranteed to work but collecting the Power Glove proves quite handy indeed. This icon enables players to pick up a rival's bombs and hurl it safely out of the way.

3. BOMB KICK: By using this icon, players are able to drop kick bombs from one end of the screen to the other. The device explodes on contact requiring players to dodge the speeding black ball if they hope to survive. There's no better sight than watching your opponent desperately dodging multiple bombs as you kick them from a safe distance.

4. EXTRA ENERGY: In the Normal Mode, players have both energy and lives. Collision with wandering enemies seriously drains your strength but by collecting food and heart icons players are able to top up their power levels and avoid an early demise. Essential items for continued survival.

5. SPEED UP: The ability to sneak up on an opponent, drop a bomb and get far enough away in time is paramount in a game like Bomberman. Although players plod along at first the Speed-Up icon soon enables them to dash around a stage, pinching power-ups and running to safety. Speed is also vitally important when it comes to tackling the end-of-level guardians.



The Saturn proudly shows off its high resolution mode in High Ten Bomberman. Find a big enough TV and ten players can blast each other to pieces in style!





DINO BLASTER

One of the more unusual power-ups in the game has to be the appearance of strange, colourful dinosaur-like characters. These friendly beasts of burden are friendly creatures and act as steeds which players may ride. The tradition of these creatures goes back to the Megadrive version of Bomberman (that's Mega Bomberman to you and me) where kangaroo type creatures could be ridden for speed and abilities. In Saturn Bomberman the creatures are known as 'Tailor' and come in three fruity flavours: Pink Tailor has the ability to leap over walls, Green Tailor can sprint at high speed and Yellow Tailor stuns opponents with a powerful blast. To hitch a ride on one of these dinos players must first locate eggs hidden in each level. The first egg hatches a tiny Tailor but by collecting two further eggs players can rear a massive beast to ride. Tailor also acts as a limited shield for bomb blasts as close detonations disintegrate him and not his rider.











By activating the Devil option, players cause all kinds of mayhem by affecting the abilities of other characters. Your opponents may experience slowdown, premature bomb releases and other assorted nastiness.



MULTI-PLAYER MAYHEM!

Saturn Bomberman's greatest feature has to be its multi-player options. With a couple of joypads, two players can test each others' skills in some intense head-to-head matches. However, chuck in a multi-tap and a few extra joypads and it's a completely new experience. As the company that pioneered the four-player multi-tap experience for the 16-bit versions of Bomberman, Hudson Soft have now gone one step further by allowing up to ten players on screen at once!

By selecting the Wide Screen option before beginning a battle, players are treated to High Ten Bomberman which runs in the Saturn's high resolution mode. At major video game shows and events in Japan, Hudson Soft would set up High Ten Bomberman and stage some amazing multi-player competitions. Transferring the experience to a home system was a wise move assuming you can find enough joypads and mates to play against! The official Sega multi-tap is an essential purchase if you wish to experience Saturn Bomberman as it was intended and real fans of the series can even pick up a special import Bomberman multi-tap.



Draw games are a particularly rare occurence unless you're tackling High Ten Bomberman that is! Thanks to the Saturn's high resolution mode ten player games can take ages, often resulting in stalemate. Winning results are proudly displayed on a nifty score chart.

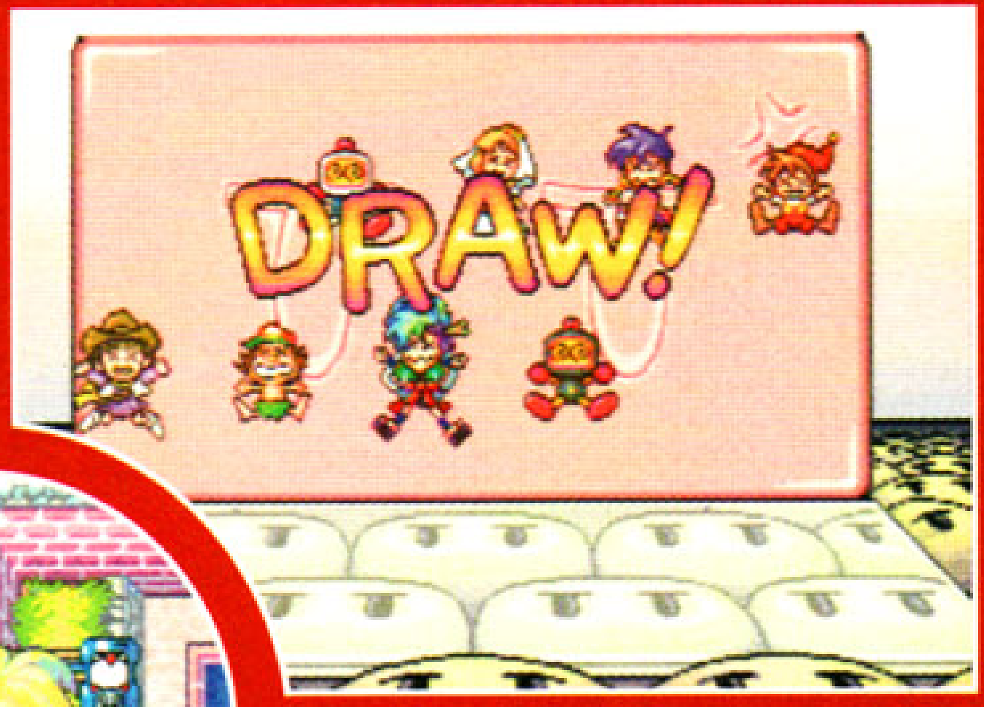


Use the tornado to launch bombs.



Ride that Tailor boy. Ride it!













Avoid an untimely demise by using the trampolines to leap to safety. Just avoid landing on another bomb, ok?



Blast blocks, enemies and bosses with timing, skill and a few nifty power-ups. Saturn Bomberman's a winner.



The Professor guides the Bombermen to Mr Meanie's hidden bases.



The dinos offer excellent transportation and some cool special powers.



Oi! You Dirty Swag!

Been having bad dreams just lately? Sleepless nights spent tossing and turning, your mind drifting off into a nightmare world of strange creatures and shadowed places? If the answers "yes", you've probably just entered the creepy twilight world of the Swagman. Matt Yeo catches 40 winks...



Are you sitting comfortably children? You are? Very well, then I'll begin... "Late one night when the town of Paradise Falls had fallen asleep, Zack and his twin sister Hannah decided to read a poem about the Swagman and his gruesome gang of Night Terrors. It tells the tale of how these sinister characters emerge from their twisted, bad-dream landscape - The Terrortries - to spread nightmare-inducing Dreamash on sleeping folk.

As Zack and Hannah read this, a rush of wind and a noise from the window freezes them in alarm. But a soft light illuminates the room around them and as they turn, they see a Dreamfly sprinkling Dreamdew into their room. The kids rush to the window, watching as she flies back off across town. But hunched in the darkness on the bough of a tree is the Swagman. Reaching his crooked hand up toward the Dreamfly, he captures her in a swarm of Dreamash. She is fated to be imprisoned in one of his bell-jars - just like the other members of the Dreamflight.

With them captured in this way, the Swagman can safely send his Terrors through the portals between his and our world to extend the boundaries of the Terrortries. Without the Dreamflight to neutralise the bad dreams coiling through sleepers' minds, they will never waken from his nightmares. As Zack and Hannah witness this from their bedroom window, a loud splintering sounds from the landing and the kids cower in fear..."

Swagman is reviewed on page 62.





FROM DUSK TILL DAWN

Whoa, spooky stuff, eh? Well at least that's what Core are hoping. You see, the Derby based company have been patiently waiting for Swagman to emerge from the development time warp it's been stuck in for the last few years and finally make it to the Saturn sometime before the end of the decade. Of course the two year wait is nothing compared to Virgin's oft delayed Heart of Darkness but when a title constantly overshoots its deadlines it's often a miracle if the game ever makes it to store shelves at all. Fortunately, the good news is that Swagman has been completed at last. What's more, Saturn owners are in for a rare treat as this creepy mix of Tim Burton cast-offs, Halloween has-beens and classic puzzle games is something of a breath of fresh air in an industry where who's-got-the-highest-polygon-counts are the order of the day.

Taking its inspiration from a number of obvious sources, Swagman represents something of a departure for Core whose recent products, such as Tomb Raider, have pushed the boundaries of 3D gaming even further. Settling for a unique 2D isometric playing angle, the game follows the adventures of twins, Zack and Hannah, as they enter the enchanted and deadly nightmare world of the Swagman. If there's something about these screenshots that seems strangely familiar, you'd be right. The Swagman team are more than happy to cite their influences and are keen to point out that the films of Tim Burton have been the main inspiration behind the style and mood of the game's characters and settings. However, while the visual allure may be blatantly "borrowed" from the likes of The Nightmare Before Christmas and Beetlejuice, the gameplay takes its cues from the legendary Zelda series and a cult 16-bit title some of you may recall, Konami's Zombies Ate My Neighbours.





Bugs turn up to give you plenty of advice (left). Polygonised snooker cue terror abounds in the picture below! Aieeee!









Here in the Master Bedroom you can get extra energy (or Zs) by clambering on top of Zack and Hannahs' parents and literally catching some Zs! Let's just say it's a good thing they're asleep and not up to a bit of... Well yes. A good thing.





A NIGHT TO REMEMBER

As the game begins, players discover that Hannah has been shrunk by one of the Swagman's devious Skallywags (a bizarre green-skulled monstrosity) and imprisoned within the twins' toy bird cage. As if that wasn't worrying enough, the Swagman has also cast a powerful spell over Paradise Falls permanently trapping the inhabitants within a deep, never-ending sleep. Zack knows that he and Hannah are the only people awake in the entire town and the only ones who can fight the Swagman and his invading army of Night Terrors. It's now up to him to free Hannah, discover the whereabouts of the Good Great Dreamfly and the eleven members of her Dreamflight, and to rescue them from the clutches of the Swagman and his terrifying Night Terrors so that we can all sleep peacefully once again.

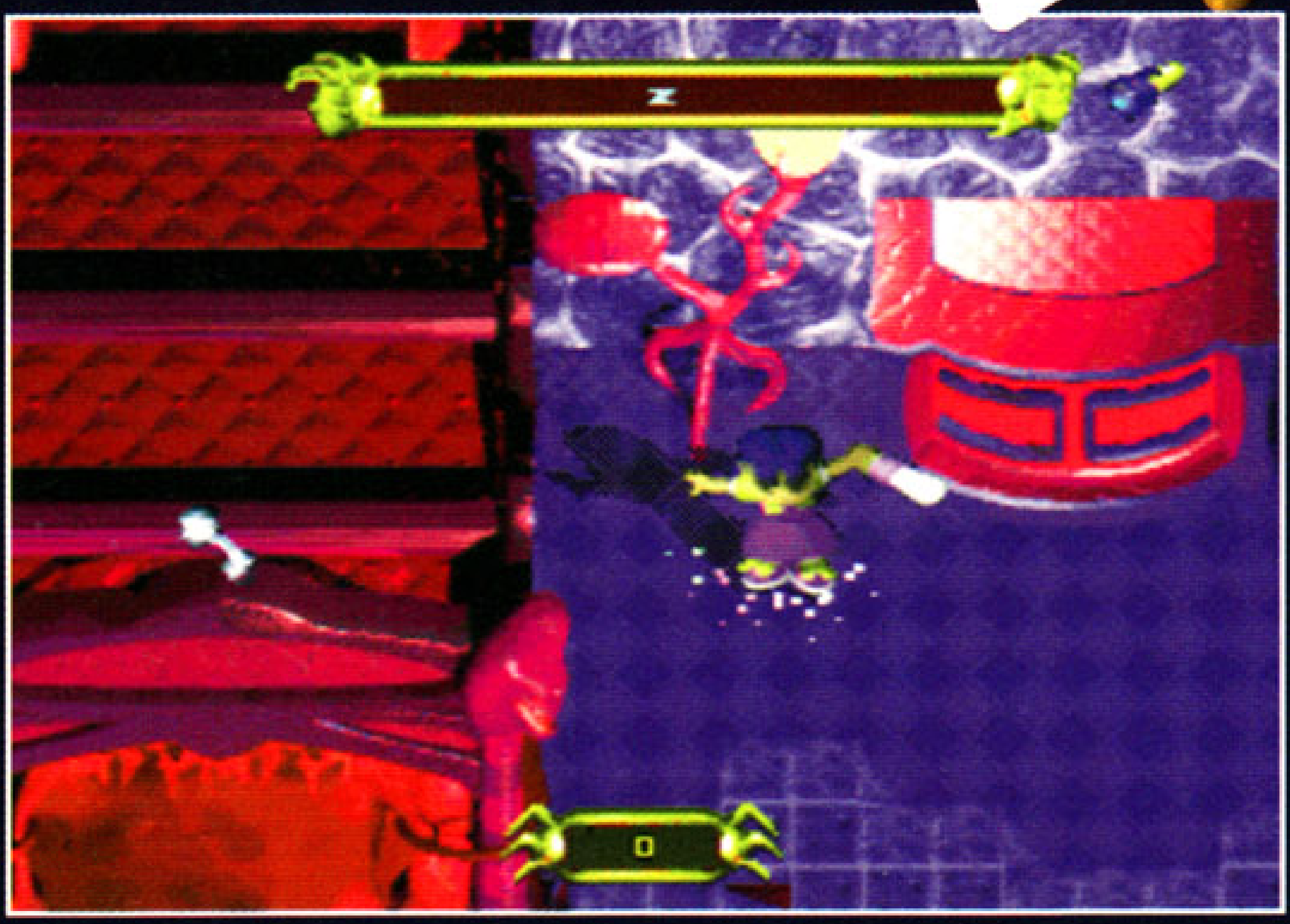
Players are initially only able to control Zack as he searches valiantly for a way to free his trapped sister. Fortunately he won't have to face this frightening task all on his lonesome as he enlists the aid of some creepy crawly friends.

In the world of dreams, Zack's proud bug >>



Zack's parents have a hidden little storage area that you find by sweeping their clothes aside and moving on. And here it is (above).









Interactive scenery (such as the lever above) is found on all levels of Swagman.





One of the best things about Swagman is the imagination that Core and company have put into the level design and the look of the monsters. And no matter how much is on screen, the action remains super-smooth throughout.

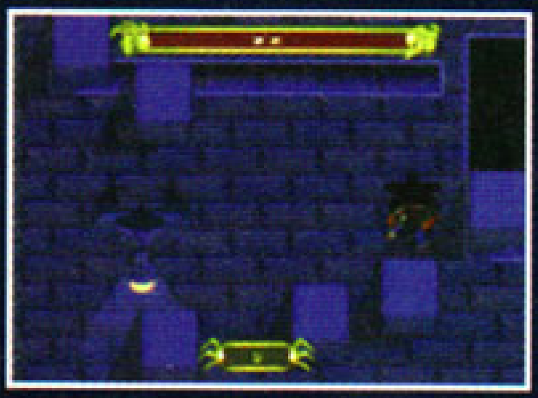
collection becomes one of his greatest tools and in fact the leader of the insects is even transformed into a mystical guide who pops up from time to time in order to impart wisdom and handy hints upon weary adventurers. During your journey through each of the 16 massive levels (there are also an additional 56 sub-stages to discover), players are required to collect as many of the bugs as possible. In later levels the bugs reveal their true usefulness by mapping out safe routes through certain danger filled stages. The twins also employ a number of special devices to protect them from the Night Terrors including a powerful torch, a homing frisbee a nifty yo-yo and mini bombs. While these weapons fail to kill the dream-spawned creatures, they stun them for a few seconds, enabling players to nip safely past the vicious monsters.



Here you change into a horrible creature of the night. Scary eh?









Once Zack has visited one of the Swagman's worlds he can access the stairs to the lower levels.

DREAMS CAN COME TRUE

Once Hannah has been rescued, the game takes on a completely new life as players are able to combine the twins' abilities and are often required to make them act co-operatively in order to complete certain tasks. For instance, if a ledge is out of reach, Zack and Hannah may stand on each other thereby gaining a much-needed height boost. Once players have mastered the individual and combined abilities of both characters, their world is turned upside down once again as they access the Dreamworld proper.

While the initial level are set in a slightly warped version of our own world, the twins now enter a new dimension: the Swagman's Terrortries. These truly bizarre levels not only feature environments that exist purely in the realm of dreams but they also see the twins undertaking a radical transformation.



By entering strategically placed mirrors in the Real World, Zack and Hannah are physically altered and take on the form of Dreambeasts, monstrous creatures with inhuman strength and fiery breath. During these stages, players find themselves fending off attacks by even more bizarre creatures but Zack's Power Punch and Hannah's Claw Ripper are usually powerful enough to fend off any assault. As the game's many levels are travelled and discovered, Zack and Hannah find themselves spending more and more time in both the Terrortries and in their new bodies. Of course the lure of these powerful bodies and supernatural powers may be too much for the kids, and they may find themselves having to choose between returning to their dreary everyday lives or remaining in the Dreamworld for all eternity...



Here Zack emerges from one of the mirrors...









FRIGHT NIGHT

Of course as any great filmmaker will tell you, a spooky storyline and creepy images alone are nothing without the atmosphere enhancing addition of an effective soundtrack. Fortunately for Swagman, the game's musical maestro, Nathan McCree has crafted a haunting score reminiscent of a hundred Hollywood horror movies of yesteryear.

Nathan also composed the Tomb Raider soundtrack and so is no stranger when it comes to producing subtle mood music to bolster a game's visuals. Add Martin Iveson's chilling sound effects and the mood is set. With the release of Swagman, Core's line-up is truly diverse proving that the UK based developer is definitely the leading third party Saturn publisher, in this country at least. Whether there's a place in Core's future games line-up for further Swagman adventures has yet to be determined but for now at least the Dream Demon looks set to make things go bump in the night for some time to come.





Swagman's sprite-shadows are mathematically calculated...

SWAGMAN INTERVIEW
MASTER OF MINDS

To discover more about the weird and wonderful world of Swagman, SEGA SATURN MAGAZINE went straight to the source. Programmer Chris Long dishes the dirt on the inspiration and ideas behind the game that's guaranteed to make you check under the bed for monsters.



SSM Could you tell our readers how long Swagman has been in development?
CL It seems like it's been forever but it's actually only been about two years.

SSM So why has it taken so long to see the light of day?
CL Swagman is an arcade adventure with RPG undertones. All of the backgrounds and enemies are fully 3D rendered images. The game itself is enormous - Level one alone has over 20 different graphics sets so it's taken quite a while to get everything finished!

SSM Who are the main members of the Swagman team?
CL The team consists of six talented individuals. They are: Myself (Chris Long, Main Programmer), Dave Pate (Lead Artist), Richard Morton (Game and Map Design), Stephen Walker (Additional Programming), Martin Iveson (Sound FX) and Nathan McCree (Musical Score).

SSM Why did you decide to produce this type of game?
CL One of the original reasons was the fact that most games tend to be polygon-based these days - we wanted to get away from that. Even though Swagman uses polygons for certain objects, most of the game is set in a pre-rendered two-dimensional world. We felt that there was enough room in the market place for a different type of game.

SSM What did you set out to achieve with Swagman - how does it differ from other games of the genre?
CL We wanted to create a virtual cartoon world for the player to explore - in doing so I think we've managed to create a virtually unique graphical style. I don't think that there's really anything similar around at the moment. Also, the main characters, Zack and Hannah, interact in a fairly unique way - they help each other through the adventure. The game world is split into two halves: the Real World and the Swagman's Terrortries. When Zack and Hannah enter the Terrortries they transform into two new Dreambeast characters and the gameplay becomes more action-charged.

SSM What factors or other games have influenced Swagman's development?
CL The strongest influence is Tim Burton's The Nightmare Before Christmas. The style and mood seemed to fit perfectly to the initial concept for the game. We also looked at Zelda and Zombies Ate My Neighbours on the SNES - elements from both of these games have been blended into Swagman in an attempt to create one mega adventure!

SSM How many spooky foes can players expect to encounter in Swagman?
CL There are around 50 enemies in the adventure but some areas are secret and could contain some nasty surprises...

SSM How do the twins interact with each other?
CL The two characters can co-operate with each other in a number of ways eg. One can jump on top of the other thus allowing access to unreachable places, or pressure pads must have the combined weight of both characters on them to stay active. Also Zack and Hannah each have different weapons/abilities so it requires a combination of efforts from each character in order to progress.

SSM Have you used any special graphical effects to achieve Swagman's unique look?
CL One of the main goals was to incorporate as many new FX as possible. These include mirrors, true light-sourcing, shadow casting from fixed or moving lights, swirling abyss holes, polygonal warps and many more.

SSM Was a 2D game easier or more difficult on the new consoles?
CL Surprisingly it was much more difficult than we first thought - because of the game's viewpoint all of the walls, rocks, trees and anything else you wish to walk behind have to be set up using a specific editor. The same applies to objects above ground level - for example a flight of stairs: each step must be given a height within the editor before the character will interact with it. Creating the game using a Loaded style engine would have been easier but we've certainly learnt a lot form this challenge.

SSM Did you create your own specific game editor for Swagman?
CL The Swagman editor started life as a Megadrive editor on the Amiga. This was then converted onto the PC and then enhanced adding other features such as height, go-behind, slope and trigger object modes.

SSM Finally, although a technically proficient machine some 2D Saturn games still run at quite a slow frame rate. How does Swagman compare?
CL Swagman runs at 60 frames per second which many other games simply can't achieve using multi-linked objects, particle FX, polygon objects, transparencies etc. The result is a smooth, solid environment that we hope will scare the wits out of players!



ON THE CD

This month, every single issue of SEGA SATURN MAGAZINE comes packed with a lovely Saturn-ready CD packed to the gills with preview materials of some of the hottest games! We are dedicated to bringing you the very greatest CDs on the market with the best games. Want to know something else? Well due to popular demand, we're going to be upping the amount of CDs we produce. So for a small price you're going to be able to sample the very best Sega Saturn titles as well as read about them in the world's finest Saturn mag! How's that for service?

In this new section of the magazine, we tell you how to get the most out of the software crammed onto the cover-mounted CD. Although the Sega Flash series of discs contains all the information you'll need on what button does what, it lacks the kind of in-depth data that allows you to get the very most out of the software available on the disc! So the basic message is: read this to maximise your cover CD enjoyment!

VIRTUAL ON

Sega still aren't convinced that enough of you think that Virtual On is worth buying, hence the re-inclusion of this classic demo. It is, as the 94% rating in SEGA SATURN MAGAZINE should tell you. And if our word isn't good enough, multi-format mag CVG marked Virtual On five out of five! It's an essential buy! Virtual On is a game about huge robots battling out with a variety of high-powered weaponry. The demo allows you to play one of the game's eight robots against the first CPU opponent.

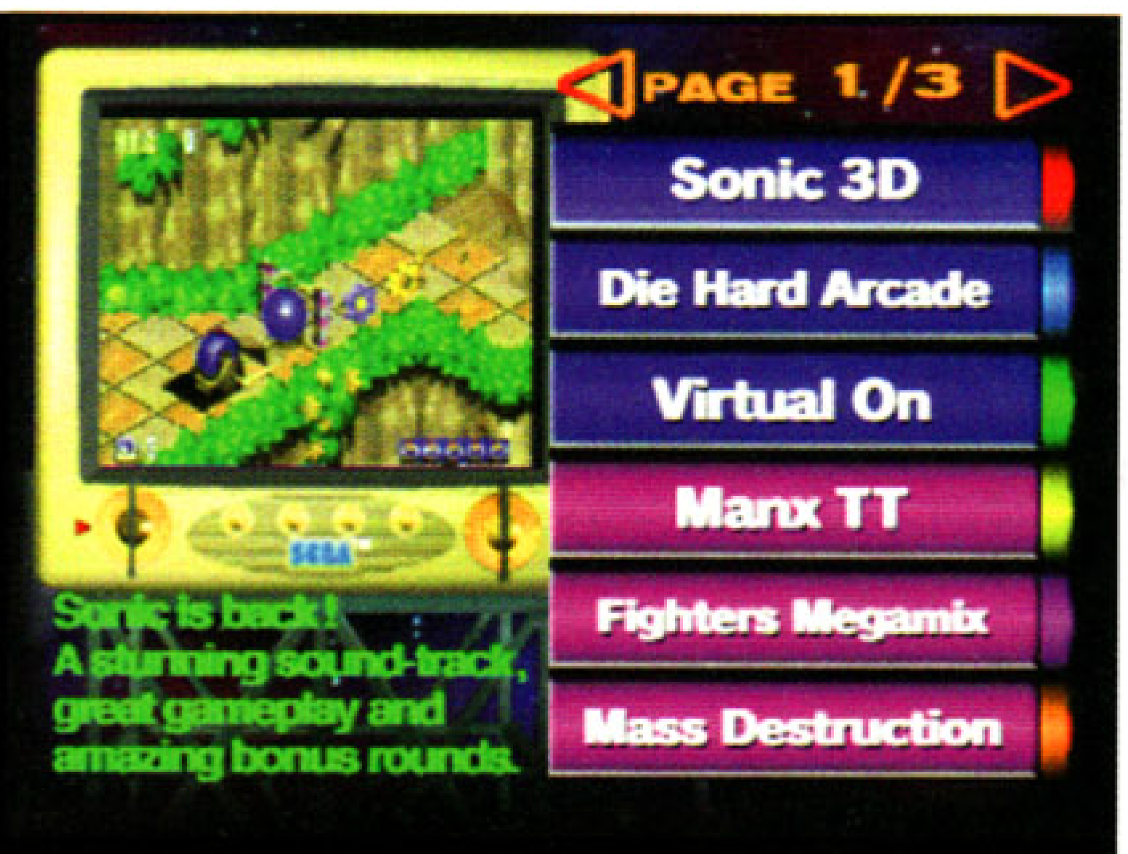
Okay, so you've read the on-screen instructions and you're in the game. Now initially it might appear to be a simple point and shoot exercise. Not so. The key to Virtual On's depth lies with the boost button. You'll find that while boosting you get different effects from your weapon depending on the direction you've chosen to boost. You can get offensive or defensive effects from your weapons, depending on the boost variation you're using. It's really rather clever.

Other clever things to look out for are the secondary effects of your weapons. For example, bomb blasts in front of you absorb any laser-fire coming your way. So some robots use this blast as a shield, pumping through homing missiles (which the bomb blast doesn't effect).

Virtual On really is a clever, involving game if you give it a chance. For further details check out SEGA SATURN MAGAZINE's showcase feature in the January issue (number 15).



Sega Flash Volume #4: exclusive to SEGA SATURN MAGAZINE!



The front-end is stylish and easy to use.



Check out some cool arcade FMV... coming to Saturn soon!



And you even get a cool intro too. Lovely.











IN THE FINISHED GAME...

So... with all eight robots to choose from, what's left to showcase in the final product? Well, try a whole bunch of CPU robots along with the real genius aspect of Virtual On - the simultaneous two-player mode. The mix of tactics and action is just superb when playing against a human foe.

DIE HARD ARCADE

You can't complain about the quality of Sega's arcade machines can you? After all, Virtua Fighter 2 and Sega Rally come from Sega's coin-op wing and they're two of the machine's best games! A pixel-perfect conversion of AM1's Die Hard Arcade was promised and Sega have surely delivered... As you shall discover when you have a go on the playable demo of Die Hard Arcade we have for you! Again, like Virtual On, there's a great deal of depth in this demo which casual players won't be able to discern. Hence these two pages.

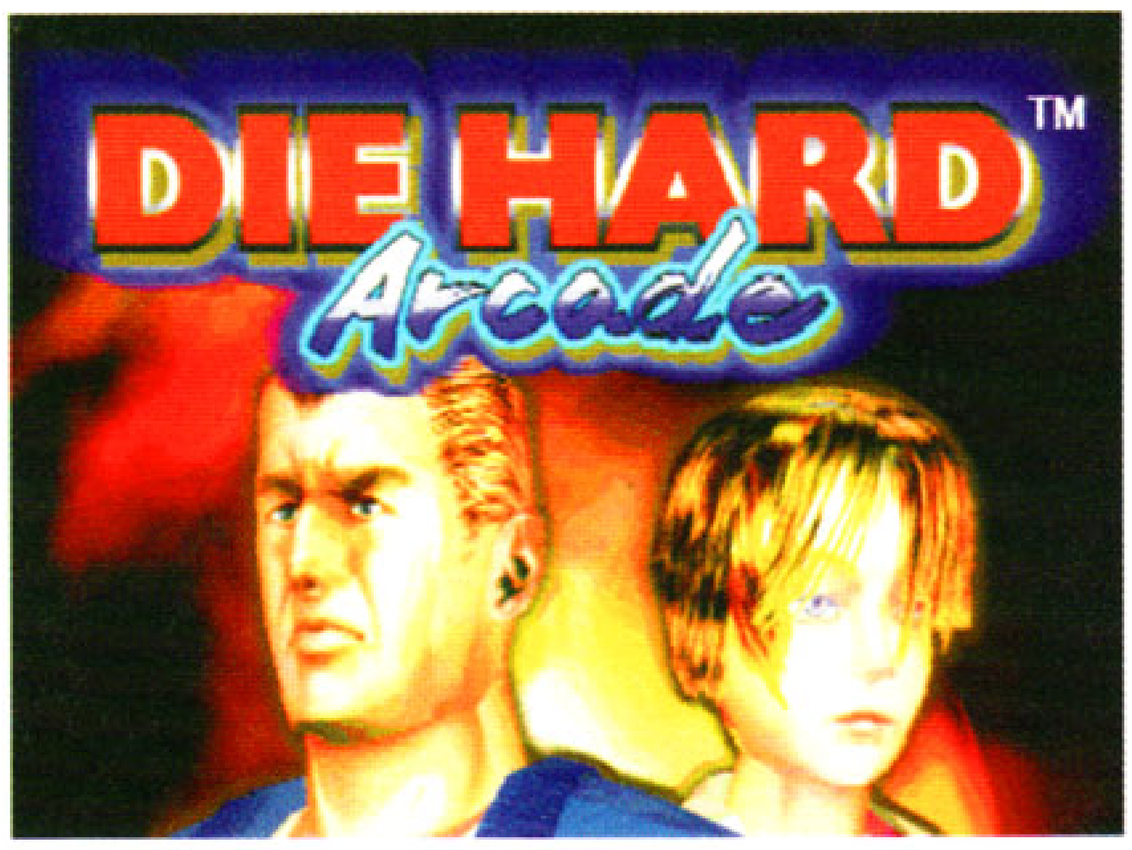
Die Hard Arcade is very much like Streets of Rage, albeit with stunning 3D graphics. However, additionally, AM1 have included Virtua Fighter style moves lists in order to give your on-screen persona a huge range of fighting abilities. You should be able to work out most of the simple punch and kick combinations, but a great deal of the game's techniques are achieved through grappling.

Grappling is achieved by walking up to a meanie and touching him. This instantly opens up all manner of bone-crunching moves. Try some of these combinations: PUNCH-KICK-PUNCH. KICK-PUNCH-KICK. PUNCH-PUNCH-KICK-KICK-PUNCH-PUNCH. KICK-KICK-PUNCH-PUNCH-KICK-KICK.

By pressing a direction twice your character breaks out into a run. Should he make contact with an opponent, they're charged to the ground. At this point try similar kinds of button combinations!

IN THE FINISHED GAME...

The demo contains only a very small portion of the final game. Expect better graphics and tougher meanies later on as you seek to free the President's daughter!





Die Hard Arcade is supremely playable... as you'll find out for yourself in our ace playable demo!





SONIC 3D

After years of waiting, the Saturn finally has a Sonic game and you can play an entire act of the game on our demo CD! The basic aim of Sonic 3D is to free the Flickies found around the isometric 3D levels and return them to an enormous golden ring. It's that simple.

The level supplied on Sega Flash Volume #4 is the very first, which should keep you occupied for quite a while. And jolly good fun it is too! However, the real piece de resistance is the Special Stage which you find by giving a secreted Knuckles 50 of your finest golden rings. You're then warped to a brilliant full polygon 3D Special Stage coded by the Sonic Team themselves - the creators of the amazing NiGHTS! The CD is worth the expense for this example of programming brilliance in itself.

IN THE FINISHED GAME...

Expect tons more levels of ever-increasing difficulty plus some stunning Special Stages to appreciate! This is a truly cool game.









Let's get ready to rumble with the almighty Sonic!



Here's Knuckles in the prelude to the ace Special Stage!



ADDITIONALLY...

As if three playable demos weren't enough to keep you occupied, Sega Flash 4 features a huge amount of full-motion video demos of some of the best Saturn games around. Highlights of Manx TT, Fighters MegaMix, Mass Destruction, Bomberman, Sky Target, Torico, Amok, Scorcher, Outrun, Afterburner and Space Harrier are all featured on the disc.

Also included: some action from the arcade versions of Sega Touring Car Championship, Virtua Fighter 3 and Last Bronx - the Big Three arcade titles coming to your Saturn in late 1997! Enjoy.







After the positive response generated by last month's brand spanking new Big in Japan section, we're once again plunging into the weird and wonderful world of Saturn import titles. Dedicated SNK fighting fans are in for a real treat this issue as we present our first in depth look at the 2D beat 'em up extravaganza that is King of Fighters '96!

KING OF FIGHTERS '96

BY	SNK
STYLE	BEAT 'EM UP
ORIGIN	NEO GEO CONVERSION
RELEASE	OUT NOW (JAPAN)



Andy Bogard's Rising Dragon Blast makes short work of Ikari Warrior, Clark. Mastering special moves is the key to victory.




Team battles seperate the men from the boys. Take that!

Now love 'em or loathe 'em, SNK are still a powerful force in the videogaming community with a string of first rate arcade titles that capitalise on the company's rich back catalogue. Recent additions have included such notable hits as Real Bout Fatal Fury, Samurai Shodown IV and Art of Fighting 3 and although the basic formula remains the same each title in each series has managed to push the creative and imaginative boundaries of the fighting game genre just that little bit further. All this SNK back-patting may seem a little over the top to those of you used to the 3D delights of Virtua Fighter 2 and Fighting Vipers but the quality and attention to detail that lurks within most SNK beat 'em ups deserves recognition. There are those critics that snipe at the likes of King of Fighters '96, disregarding them as mere Street Fighter clones lacking the mass appeal of Capcom's legendary series. While many SNK titles may borrow certain established moves (Ryu's Hadoken motion for instance), or such gameplay techniques as Super Meters and air blocking, hardcore fans of these games are adamant that there's still a place for these finely honed creations. And besides, SNK invented Super-Moves and Super-Meters. Capcom copied and changed them for their own Street Fighter related ends.



CART ATTACK

As we reported last month, King of Fighters '96 on Saturn is available in three variations. The best version is a dual ROM cart/CD variation which eliminates most loading time, although the RAM cart option allows you to use the extra memory for other games. A CD-only variation is also included, but this just isn't arcade perfect. Still, by using the combination of cart and CD SNK have managed to port over all of the original arcade animation and smooth frame rate without making sacrifices in gameplay or speed. The RAM cart boosts the Saturn's internal memory by a whopping 33% thereby enhancing static backdrops and improving character animation. Stages now boast such details as waving crowds, flashing video billboards, moving vehicles and many other subtle effects which have to be seen in motion to be appreciated. The other bonus of employing this system is that loading times are greatly reduced and are practically non-existent between matches.

As far as gameplay and exclusive features, KoF '96 certainly builds on last year's superb outing (which has still yet to be released in the UK) with seven new playable characters, two new bosses, a host of improved combination moves, redesigned backgrounds and costumes, stunning music and an intriguing storyline. During last year's tournament, the thoroughly evil Rugal attempted to steal the legendary Orochi power, an ancient spiritual energy source sealed away 1800 years ago by two warring ninja clans, the Yagami's and the Kusanagi's. However, Rugal was unable to control the power and was ultimately destroyed by it at the culmination of the game. This year's tournament has been arranged by the mysterious character known only as Kagura. Her motives are unknown but her ability to wield the Orochi power has brought her to the attention of a number of interested parties some of whom have dark plans for this raven haired little minx...




King of Fighters '96 offers players more features, well defined characters and a more gripping storyline.

FIGHTERS MEGAMIX

King of Fighters '96 organises familiar SNK characters into three man teams. Most of the fighters have already appeared in a number of SNK titles over the years including the Art of Fighting and Fatal Fury series. Eagle-eyed readers will also note the appearance of the mercenary fighters Ralf and Clark from the ancient Ikari Warriors coin-op.

1. THE ART OF FIGHTING TEAM
2. THE BOSS TEAM
3. THE FATAL FURY TEAM
4. THE NEW IKARI TEAM
5. THE PSYCHO TEAM
6. THE JAPAN TEAM
7. THE KOREA TEAM
8. THE PSYCHO TEAM
9. THE YAGAMI TEAM

By entering a secret code on the character selection screen, two boss fighters become accesible. You can also use them in Team Battles.











What the..? Athena's teleport attack leaves foes stunned.

King of Fighters '96 offers players more features, well defined characters and a more gripping storyline.





The bosses are still as tough as they've always been.

MARVEL TEAM-UPS

From an initial cast of 24 characters (there are also two hidden bosses to find) players select a number of play modes ranging from single player fights and story modes to the more satisfying and varied team battles. This tag team aspect of KoF '96 adds plenty of longevity to the game as players are able to customise or 'edit' their three man teams choosing their favourite characters or even bizarre combinations of unlikely fighters. During rounds, players fight with their first designated character until they emerge victorious or until they're trounced by a superior opponent. If the latter occurs your next teammate leaps into the fray and continues where your last fighter left off. Unlike the many dismal WWF games on the market, players are spared the ability to tag their fellow players and exchange characters during a fight. Therefore the results are some spectacular rounds with skilled players successfully guiding a single character through a series of challenging rounds and surviving on just one energy bar. In addition there's a solo Survivor mode where one character faces the might of all 23 remaining warriors. Only the most skilled combatants will manage to complete this section of the game as it's rock hard.

HIT THE STREETS!

Sega have confirmed that a UK release for last year's King of Fighters '95 is still on the cards but we'd prefer to see the superior '96 update arriving on Saturn in the next few months. The consensus of opinion (in this office at least) is that King of Fighters '96 offers players more features, well defined characters and a more gripping storyline. With the cost of producing a combined RAM cart/CD package being so prohibitive surely it makes sense to test the water with the latest games in the series, a title that has already garnered rave reviews in Japan. If you're a fan of SNK beat 'em ups and want to see a PAL version of King of Fighters '96 why not drop Sega a line? If there's any justice in the world we'll bring you an update sometime soon.

WHO IS CHIZURU KAGURA?

During the main story mode players discover that the '96 tournament is being manipulated by some unseen force. Cut scenes reveal that the event has been staged by Chizuru Kagura who is using the tournament to test the abilities and strength of the various teams. By defeating the opposing teams, players face the final challenge as Kagura who must be humbled within her own custom stage. However, vanquishing this mysterious woman merely leads players to the real power behind the King of Fighters '96 tournament...







Mai still boasts her ahem... more "bouncy" attributes.

6

BENJIMARU NIKAIDO

7

CHANG KOEHAN

8

CHIN GENTSAI

9

IORI YAGAMI


GORO DAIMON


CHOI BOUNGE


SIE KENSOU


MATURE


KYO KUSANAGI


KIM KAPHWAN


ATHENA ASAMIYA


VICE

SATURN BOMBERMAN

If the party games you play usually involve copious amounts of alcohol, a Mars bar and a jar or two of Vaseline, Hudson Soft's Saturn Bomberman probably isn't for you. On the other hand if you're looking for a top multi-player game, step this way...

BY	SEGA
PRICE	£44.99
STYLE	MULTI-PLAYER
RELEASE	MAY

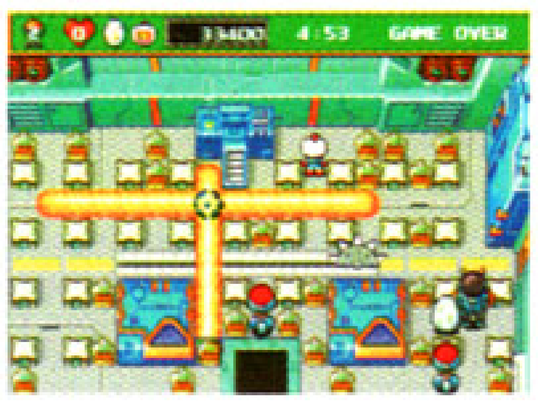
RECOMMENDED BY SEGA SATURN MAGAZINE 90%

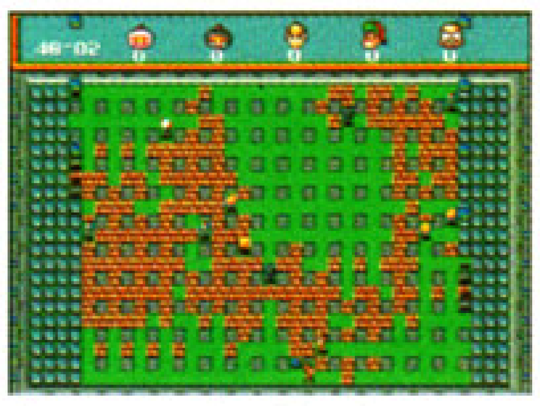




Drop a bomb, run for your life then watch that sucker blow!



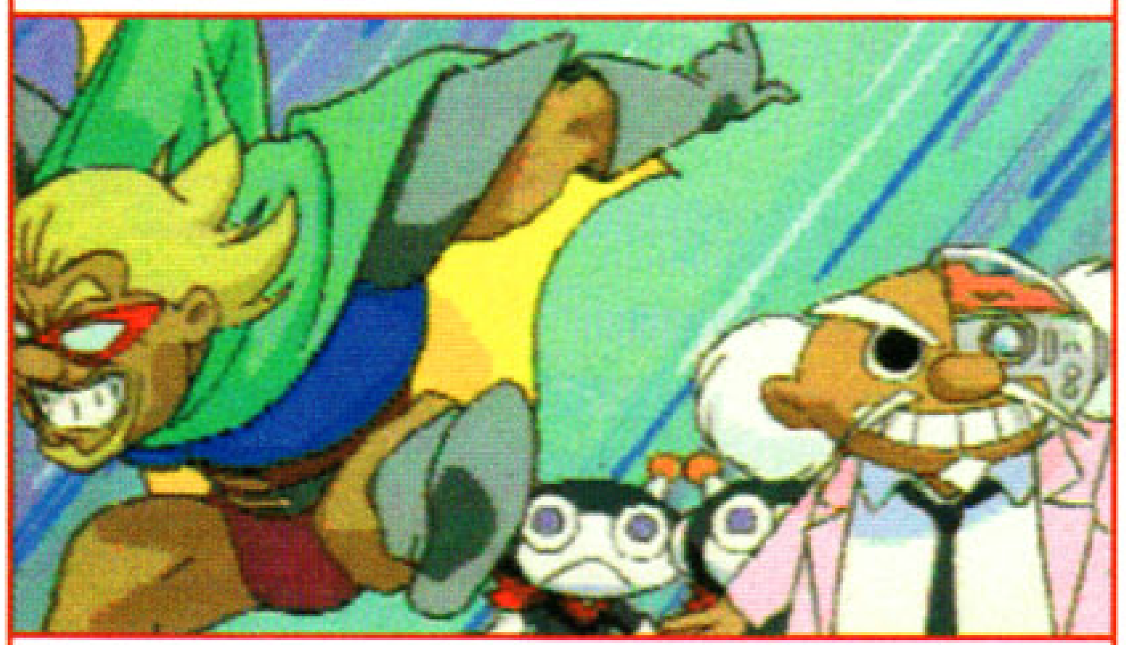




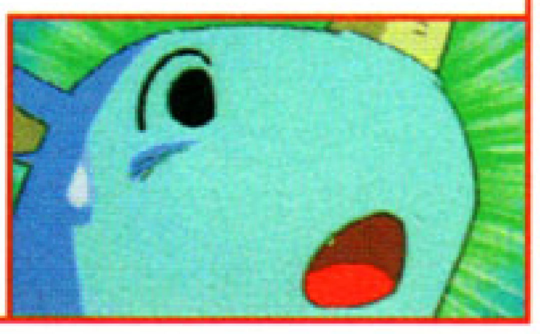
Cor, teeny tiny Bombermen.

BOMB YOUR TV!

With new English voices dubbed in the cartoon cut sequences have been spared the butcher's knife and remain in the game's main intro as well as between levels. The Black and White Bombermen are travelling around the world in their Kepo craft when the call to arms comes. The villainous Mr. Meanie and his Meanie Gang have been scouring the Earth in search of rare power sources and they've discovered a mysterious energy field emanating from an ancient temple in the jungles of South America. Upon investigation the foul fiend accidentally awakens the temple's long dormant guardian. As the giant crater headed creature emerges, Mr. Meanie attaches a control device to the monster and intends to use it for his own nefarious purposes. Alerted to his presence, the Bombermen race to the scene but are they too late? It's up to you to save the day!







When Saturn Bomberman was first released in Japan there was little doubt that Hudson Soft had produced yet another superb addition to its long running series. By expanding the winning formula of previous games, adding the multi-player mayhem of High Ten Bomberman and a host of all important optional extras, Hudson Soft had successfully transferred their creation from potential 16-bit oblivion to next generation status. UK Saturn owners may have had to wait nearly twelve months to sample the results but the good news is that the PAL conversion is every bit as impressive as its NTSC cousin.

For starters there are three play modes to select from allowing either a single player to tackle a straightforward story or the challenge of the Master Mode. However, plug in a multi-tap and a handful of joypads and you, and up to nine "mates", can spend many a night blasting each other to pieces for fun. And that's the key word here, "fun". While other games may require hours of gaming skill or lengthy guides to be followed Bomberman is that rare breed of video game that is instantly accessible regardless of age or abilities. Mastering power-ups and building on that initial buzz certainly adds to the game's broad appeal but the fact that players can simply pick up a joypad and leap straight into the thick of things with the minimum of tuition is the real winning factor.

Once you've played a few games, you'll soon realise that Bomberman is also frustrating, testing and unforgiving. The CPU players in particular seem to have an uncanny knack of avoiding blasts by standing in places where human opponents would stand no chance. In fact the bosses in both Normal and Master Mode are as tough as old boots and only skill, a ton of power-ups and a bit of luck will enable you to survive their relentless onslaught. Fortunately, Saturn Bomberman's real appeal lies in its multi-player options. This should certainly come

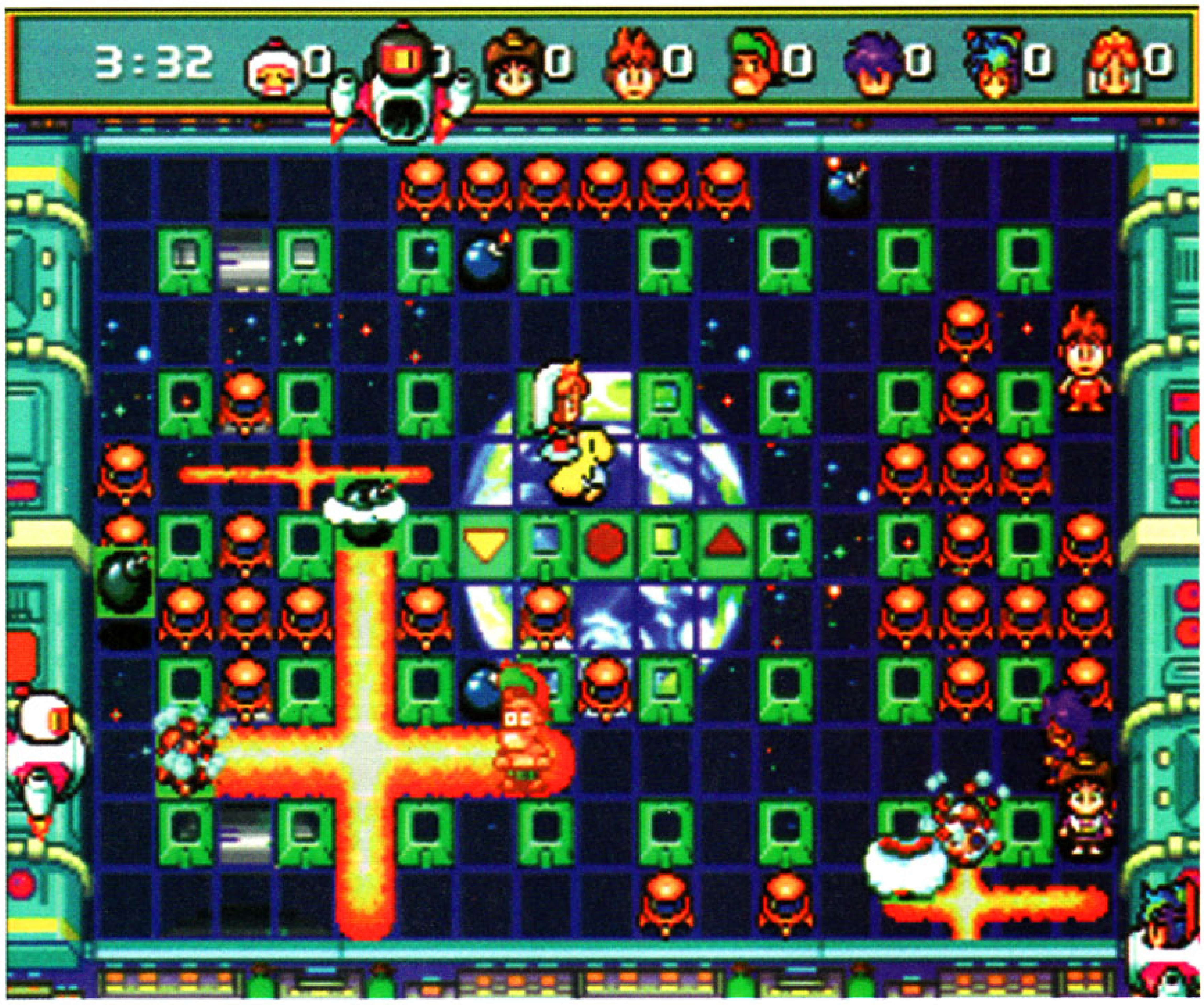
Bomberman is that rare breed of video game that is instantly accessible to all players regardless of age or abilities



Multi-player matches are complete mayhem at times.



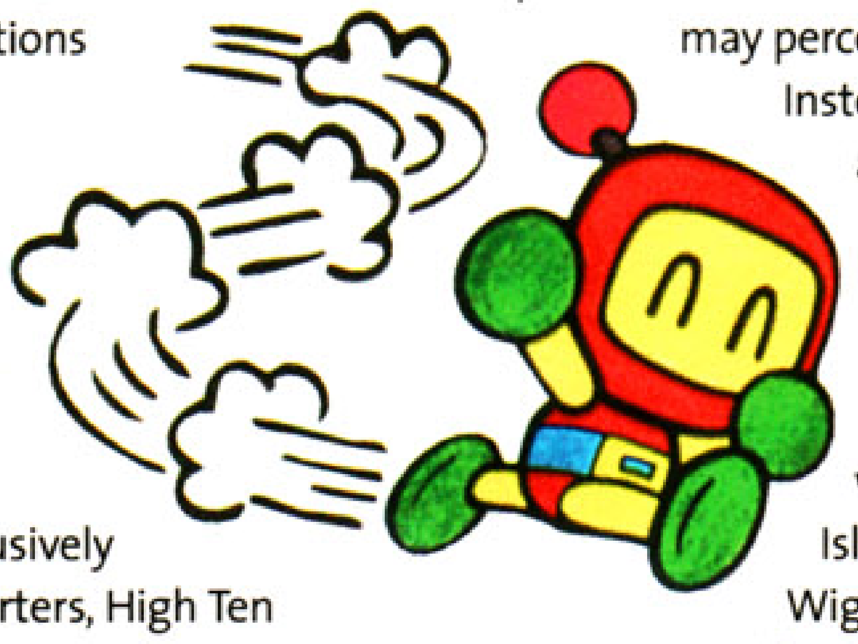
Keep an eye peeled for the train passing overhead...



Tackling the one-player mode, White Bomberman leaps on his trusty steed, Pink Tailor, and heads off into the wilds of Samurai World. The yellow arrows located on the floor enable bombs to be directed toward individual targets.

as no surprise considering Hudson Soft's talent for creating games that attempt to bring players together coupled with the fact that the Saturn is renowned for its highly playable arcade titles. While the PlayStation may appeal to the sad, lonely gamer, permanently locked in the twilight world of his bedroom, Saturn owners can boast a library of games that have multi-player friendliness built in. Saturn Bomberman is no exception with a wealth of options allowing players to tinker with the game's set-up until the play levels are tweaked to perfection.

Another treat for fans of the Bomberman series is the addition of the High Ten version of the game. Originally only existing as a specialised set up to be played exclusively at Hudson Soft's Japanese headquarters, High Ten Bomberman could only be played on an enormous TV (preferably of the widescreen type). The same is true of the Saturn game and, as the name would suggest, the game runs in the Saturn's high resolution mode usually reserved for the likes of AM2's creations. If you're playing Saturn Bomberman on a particularly small TV in this mode, be prepared to spend the entire game squinting desperately at the screen in an attempt to spot your pin head sized character. Only larger television screens will do this mode justice so it's probably best to set the screen option to Normal before beginning a battle.



Praise also has to go to Sega in delivering a near perfect PAL conversion of what many Western gamers may perceive as a Japanese themed title. Instead of desecrating Hudson Soft's creation Sega Europe have retained the anime style cartoon sequences and music although it's interesting to note that some of the Japanese characters have retained their names whereas Mr Higgins (from Adventure Island) has been changed to Master Wigins. The main title screen has also been changed from a day scene to a night setting but these niggling alterations hardly detract from what is essentially a top quality multi-player title.

You may have shied away from the Bomberman series when it was doing the rounds in its 16-bit incarnation but there's really no excuse for passing up the Saturn version. How many games can you think of that have the kind of longevity and replay value that Bomberman has? Not many that's for sure. The one player story mode alone is enough to keep you glued to your Saturn for weeks to come and the potential of the multi-player option is staggering. Codemasters may have thought that the eight player antics of Micro Machines were something to crow about but Hudson Soft have definitely gone one (or two) better with their creation. Forget modem linked PCs and Internet DeathMatches, multi-player gaming is already here and Saturn Bomberman is a blast!

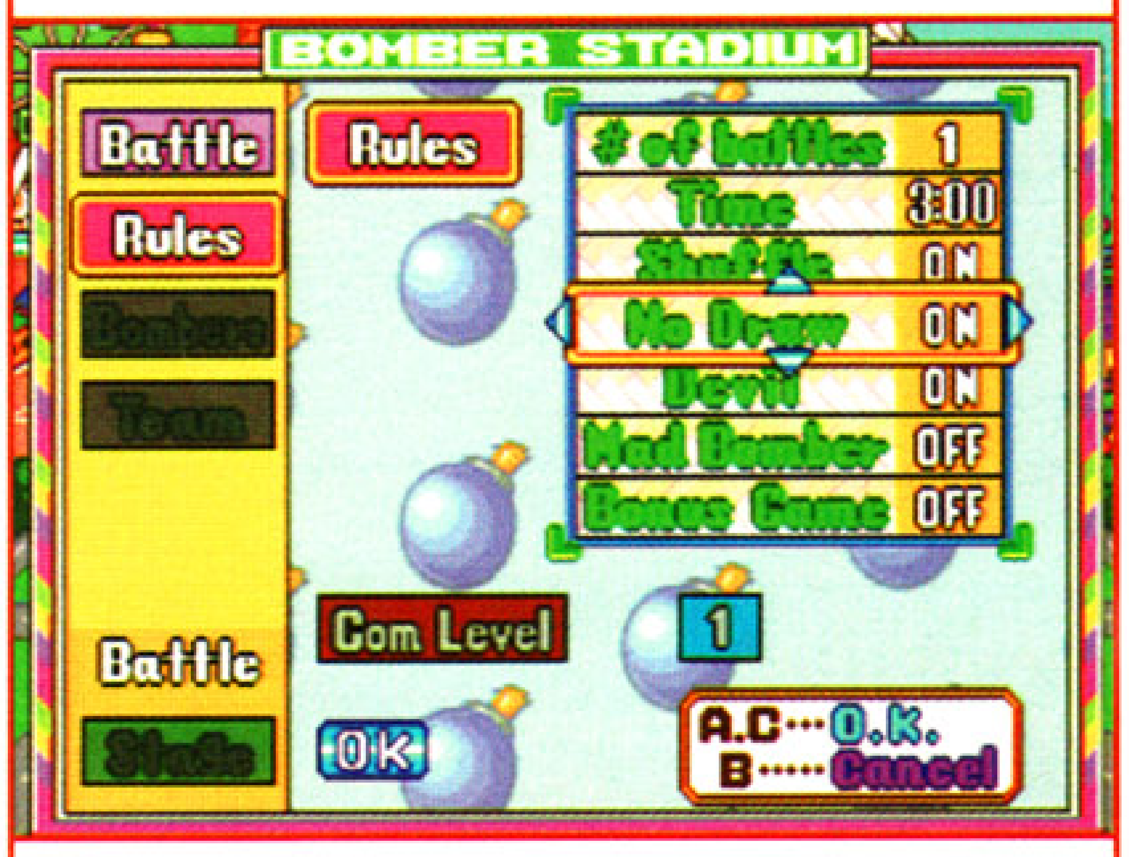
MATT YEO



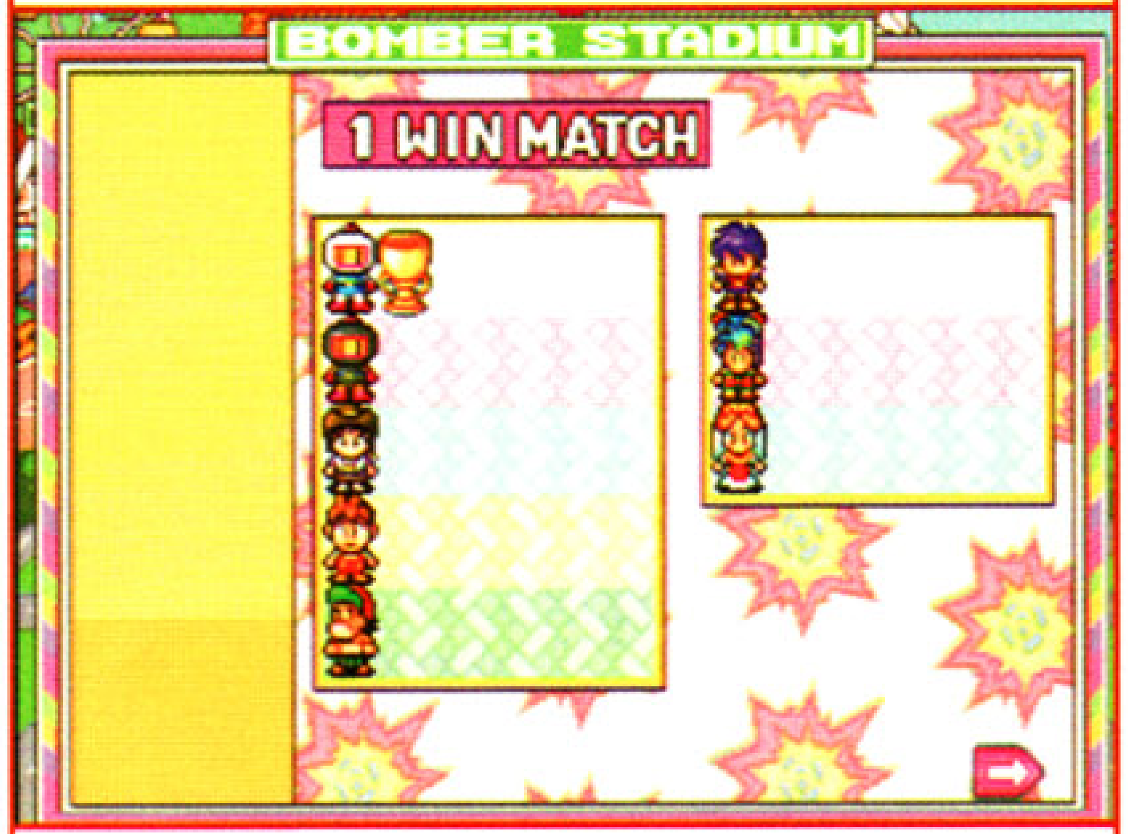
Each themed level features a new obstacle or challenge.

THE TEAM SUPREME

Select the Team option and players are able to choose a number of characters and take on a team of human or CPU opponents. The team matches take place on various stages with the winners being the side that manages to stay alive the longest. The losers suffer the indignity of watching a cute winner's parade plus the added embarrassment of each player's kills.



A wealth of options allow games to be customised.



Multiple match results are displayed on these boards.



Victorious! The winner receives adulation and an ego boost.

An essential purchase. Saturn Bomberman offers the kind of long term playability other titles can only dream of.

graphics	82
sound	78
playability	92
lastability	95
overall	90%

CRYPT KILLER

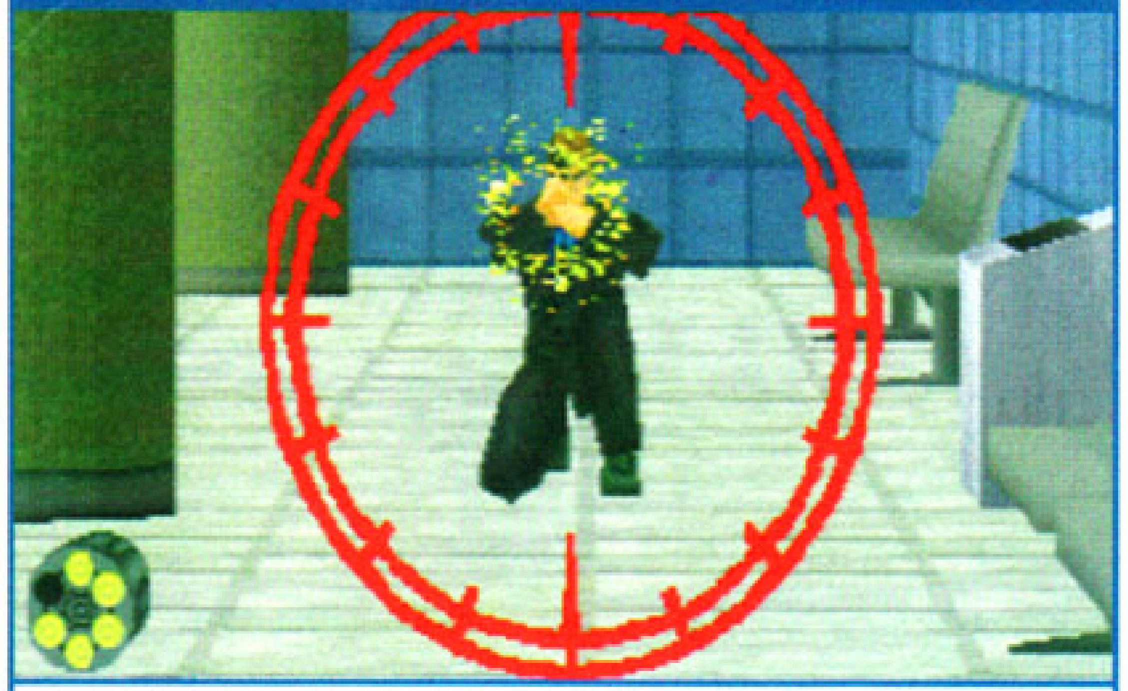
Crypt Killer is an arcade shoot 'em up which is guaranteed to pull in a crowd at a pub. Whether this is down to the game itself or the intoxicating beverages being consumed on the premises is debatable.

BY	KONAMI
PRICE	£TBA
STYLE	SHOOT 'EM UP
RELEASE	APRIL

FUN WITH A GUN

Following the recent deluge of games utilising Sega's Virtua Gun, here we have the best of the rest in rank order.

Virtua Cop 2 Rating: 95%



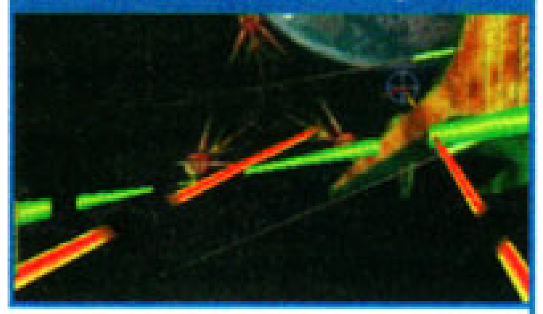
The best shoot 'em up ever seen in the arcades, with a spot-on Saturn conversion making this an essential buy.

Virtua Cop Rating: 95%



The game that redefined the genre and a stunning Saturn conversion.

Chaos Control Rating: 56%



A pretty despicable package with OK graphics but disastrous gameplay.

Die Hard Trilogy Rating: 89%



With three different games on one disk this is a value for money pack.

Area 51 Rating: 72%



A pretty close rendition of the arcade original with plenty of aliens to shoot.

Mighty Hits Rating: 67%



Lots of different games and colourful graphics but lacks long term appeal.

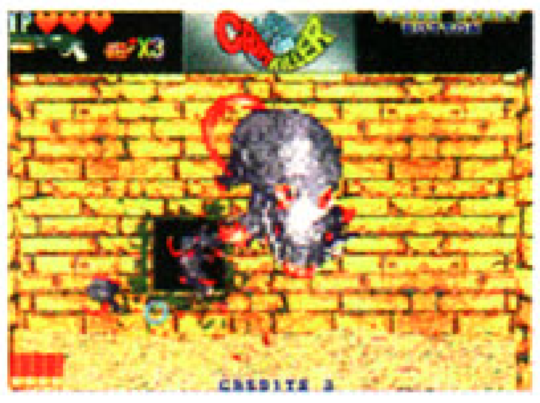
Crypt Killer Rating: 47%

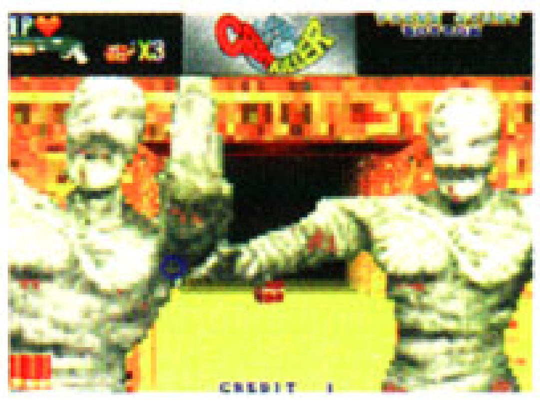


Ugly graphics and boring gameplay make this a game to miss.









It's a question that I've pondered at some length over recent months. How do you kill the undead? Technically if they're not alive, they can't be killed. Or is that just being pedantic?

Oooh! Another gun game you say. I'd better run out and empty my bank account to the tune of forty odd quid and throw it at the nearest shop assistant waving a copy of Crypt Killer in his sweaty hands, right? Wrong, big time. If it was an all-shooting, all-dancing epic of a videogame you were expecting, you'll be bitterly disappointed. But if you've set your sights more realistically on a one-off ten minute blaster, you may be in luck, because that pretty much sums up Crypt Killer.



Crypt Killer is a translation of the fairly popular first-person perspective arcade shoot 'em up and as such is the latest game to use the Sega's Virtua Gun. Side arm at the ready, you progress through the dark and eerie worlds of which there are six to choose from and can be completed in any order. These are inhabited by hordes of garish gargoyles, decomposing zombies and rib-hurling skeletons who should be disposed of in the usual manner. Your weapon contains six bullets which, when depleted, is reloaded by shooting off the screen and can also be upgraded throughout the course of the game by way of the power-ups littered about the place. Shotguns and rocket launchers are collected in addition to the bombs you already carry. Crypt Killer also manages to expand upon the linear gameplay suffered by most games of this genre by incorporating multiple routes. This allows the player several different ways to complete the game and in effect doubles the size of the levels.

Now this may sound all well and good, but to be honest Crypt Killer stinks. The graphics are frankly appaling with the various enemies looking ridiculously pixilated and ugly and most unconvincing. To compare it to the landmark title of this game

The players are allowed several different ways to complete the game through the multiple routes that have been incorporated into the game.

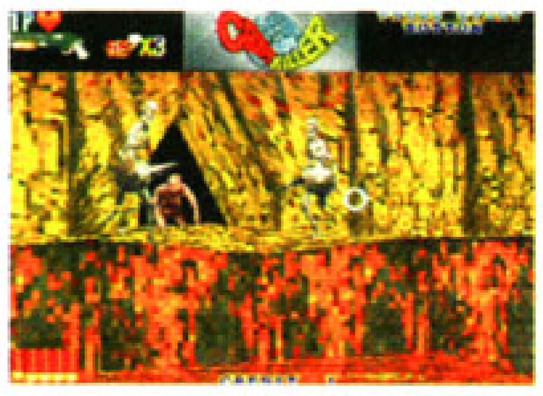
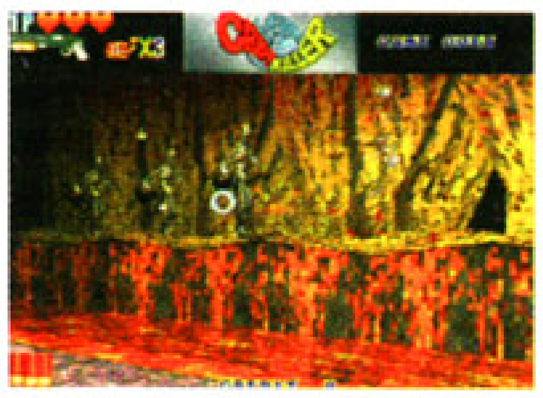
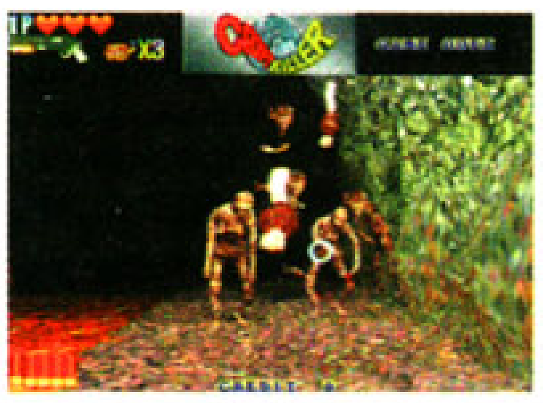


"Deeply Dippy 'bout your Spanish eyes, Sierra smiles..."



Rib-hurling skeletons are in abundance throughout the game.



Cue caption containing the phrase "gunned down like a stinking pig".




Body parts go flying as you slam another round of ammo into the garish gargoyles.

With Crypt Killer you're well aware that you're using a toy gun to fire imaginary bullets at a bunch of badly organised pixels.

type, in Virtua Cop you become totally immersed in a three dimensional kill or be killed world where immense satisfaction is gleamed from gunning down one of the many gangsters. This simply isn't the case with Crypt Killer. You are well aware of the fact that you're using a toy gun to fire imaginary bullets at a bunch of badly organised pixels. This adds to the overall shoddy appearance of the game. If I were to throw up over your TV screen it would give you an uncanny impression of what Crypt Killer looks like, with the odd piece of undigested carrot cropping up to add a splash of colour to the usual bile and chicken soup like environments. Gameplay wise, little attempt appears to have been made to expand upon the rather shallow arcade experience to make this a more lasting home console game, though the two-player mode is a slightly more pleasant, if confusing experience. However this of course relies heavily upon being able to find someone willing to endure such boring, monotonous tedium. Also of note is the fact that it is actually easier to play with the joypad, with the reloading made far too easy to justify using the gun.



To hijack a perfectly good metaphor and twist it to my own advantage to illustrate the point, Crypt Killer is like acne: ugly, painful and best left alone. But it uses the Virtua Gun you say. The fact is that more fun could be derived from the Virtua Gun if you were to spend an entire evening pistol whipping yourself with it, if that were possible. The bottom line is that if it's a good blaster that you're after, this is best avoided. I heartily recommend you purchase VC2 instead, even if you already own it. It's that good, and this isn't.

LEE NUTTER



Amphibian antics ahoy in the underwater sections of the level.



Take a look at the appallingly pixelated graphics in the game.

GORE-OOVY

Just as you manage to get over the initial shock of how bad the graphics are, you may well find yourself shocked all over again at the amount of gore featured throughout the game. Blood and guts fly everywhere as you blast a zombie in the chest with a shotgun or take the head clean off a gargoyle. But it doesn't improve what is essentially a terrible game and besides both Virtua Cop games managed fine without resorting to unnecessary shock tactics.





Of the many end-of-level bosses for you to encounter, Medusa is by far the prettiest of the lot. It's almost a shame to kill her really. But that's the whole point of the game, so proceed to fill her full of lead whilst avoiding the snakes that she chucks at you. When she dies, it's on to the next level. Hoorah!

With a wealth of gun-toting alternatives available, you really would have to be mad or stupid to buy this effort.

graphics	30
sound	55
playability	66
lastability	45
overall	47%

FIFA '97

I know what you're thinking, punk, you're thinking, is there any point releasing any football simulations for the Saturn with the almighty WorldWide Soccer '97 already available? Here's where you find out.

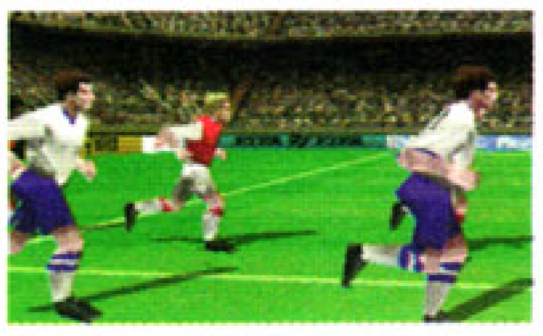
BY	ELECTRONIC ARTS
PRICE	£44.99
STYLE	FÜSSBALL
RELEASE	APRIL

IN OR OUT? SHAKE IT ALL ABOUT

We can't say we have ever seen any FIFA-endorsed indoor football ties, but this is clearly not the case as FIFA '97 supports both indoor fixtures as well as the outdoor variation. The differences are huge - not just in terms of space, but there are no throw-ins or corners and of course, the volume of players is limited to five a side. We can't really say that we enjoyed playing this variation of the game that much - it seems to lack any of the strategy and vision required for the real thing.







The different camera views are vastly... er... different.



The defence run about like loons as the ball enters the box.



The players rush out onto the pitch ready for the whistle.

Electronic Arts know when they're onto a good thing. When they released their first FIFA game for the Megadrive they combined an awesome license with a great game. The reputation was established and FIFA became a household name and a valuable franchise, out-selling, out-doing and basically out-quaffing the opposition in every regard. Bar one. Quality.



Whilst football games in general have moved on vastly, Electronic Arts seem to have lost the cutting edge they used to have in regard to their sports simulations. Yes, they're all really well thought-out, crammed with options and very playable, but other software companies have entered the fray and quite frankly they're beating EA at what has historically been considered their own game.

The release of Sega WorldWide Soccer '97 was a major turning point in the football sim story. Finally we had a game that combined rampantly playable gameplay with brilliant visuals. Despite some hot competition in the form of ISS Pro on the PlayStation, WorldWide Soccer remains the very best football sim money can buy. So where does this leave the much-delayed FIFA '97 then? Well, the good news is that this update really does improve on FIFA '96 with a fully polygonised set of players and a more impressive Virtual Stadium. I can't say I'm the world's leading authority on '96's gameplay, but overall the update does feel a lot tighter, despite there being a few glitches when it comes to shooting at goal.



Electronic Arts rarely go wrong with their presentation and again FIFA scores highly with the usual range of over-the-top features allowing you to get the very best out of what is on offer. In a somewhat bizarre addition to the usual football formula, you also get to choose between an in-door five-a-side game or the usual outdoor shenanigans.

EA have certainly done all right with the commentary side of things too. Added to FIFA '96's John Motson we also have introductions by Des Lynan and some analysis by Andy Gray (presumably Alan Hansen











You might be able to tell from the above screenshot that we're witnessing an Italian national tie. How can you see? Well, all of the players seem to have a really bad case of jaundice and they all look the same! Still, at least there is an impressive level of detail on the polygonised players.



You get a far superior set of graphics by setting the perspective to "ball cam" or "shoulder cam", but the game becomes pretty much unplayable then.



As you can see, it's a goal! A couple of players perform a bizarre pelvic thrusting motion to celebrate victory with the others standing as still as statues.

FIFA '97 is a big improvement over last year's effort but the gulf between this and SWWS '97 is pretty immense

"wasn't available" - a shame because he'd outraged by some of the CPU AI's defensive cock-ups). This actually works pretty well, although as usual some repetition does crop up and it's most unlike Mr Motson to congratulate a player on a good pass when he's just passed it to the opposition.

But the bottom line is that despite the myriad improvements over the lacklustre FIFA '96, this new update simply isn't the game it could have been. The CPU's artificial intelligence isn't really up to scratch. The 'keepers seem to let in some outrageously poor strikes or just ignore the ball when it's yards ahead of them. Defensive holes seem to appear all over the shop, even with powerhouse defending sides like Italy... I could go on, but suffice to say that this isn't really like real football.



Electronic Arts also need to recruit some top coding talent. No version of FIFA on any system can really claim to push the host console to its limits, and despite looking fairly nice in screenshots, FIFA '97 is quite jerky compared to WorldWide Soccer - but then it is on the PlayStation too. I get the idea that EA are sacrificing the power of the super-consoles in order to make their games easily portable from system to system. If that's the case, we're never going to see a FIFA game that will take down WorldWide Soccer. Games like this really thrive on fluid frame rates - and that's the biggest difference between FIFA and its competitin.

The one thing that I do really admire about the game is the license. With FIFA behind it, this game has an air of authenticity about it that WorldWide Soccer definitely lacks - that being real football players. I'd much rather have an England side with Shearer, Ince, Seaman and Adams in it as opposed to the Sega UK and magazine journalist names included in SWWS. Even with that being the case though FIFA still disappoints since the players have only a rudimentary likeness to the real thing. FIFA might have Shearer's name present and correct, but since they can't even get his hair colour right, the illusion is definitely spoiled.

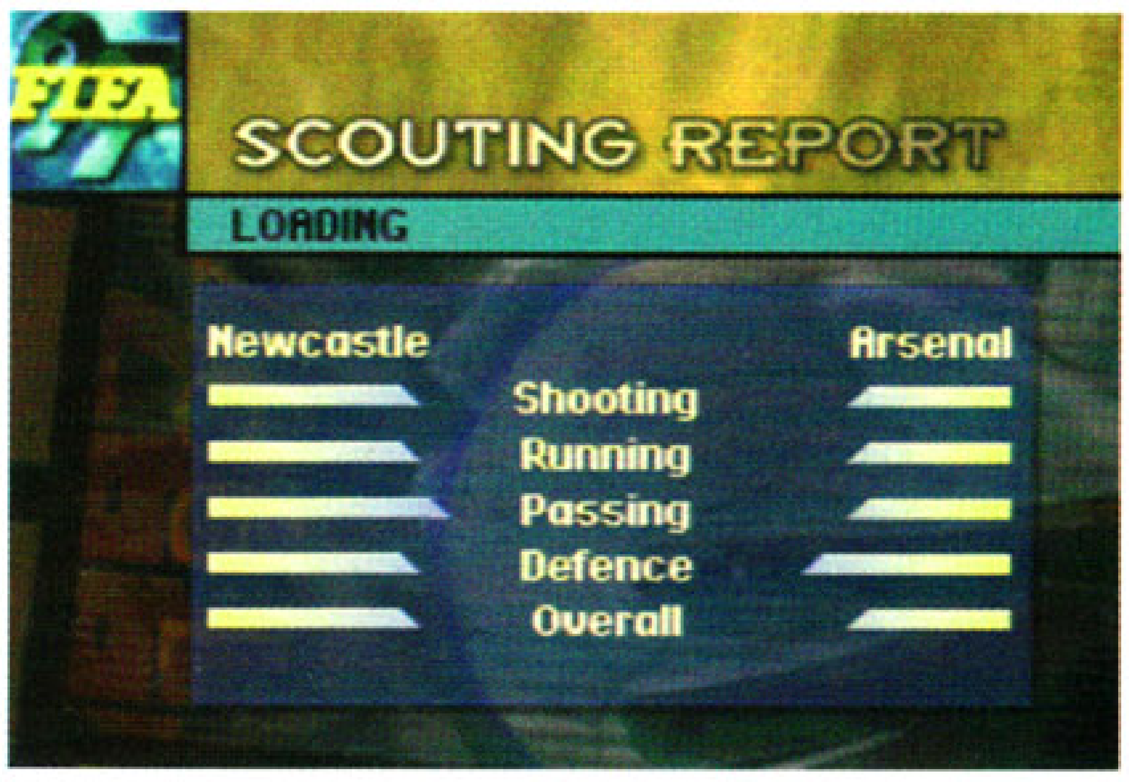
Overall though, FIFA is a fairly enjoyable knockabout. With the power of the FIFA license behind it plus some good-looking screenshots on the packaging, I daresay that the game is destined for the top of the charts, even if the wildly superior WorldWide Soccer '97 is more deserving of your money.

RICH LEADBETTER

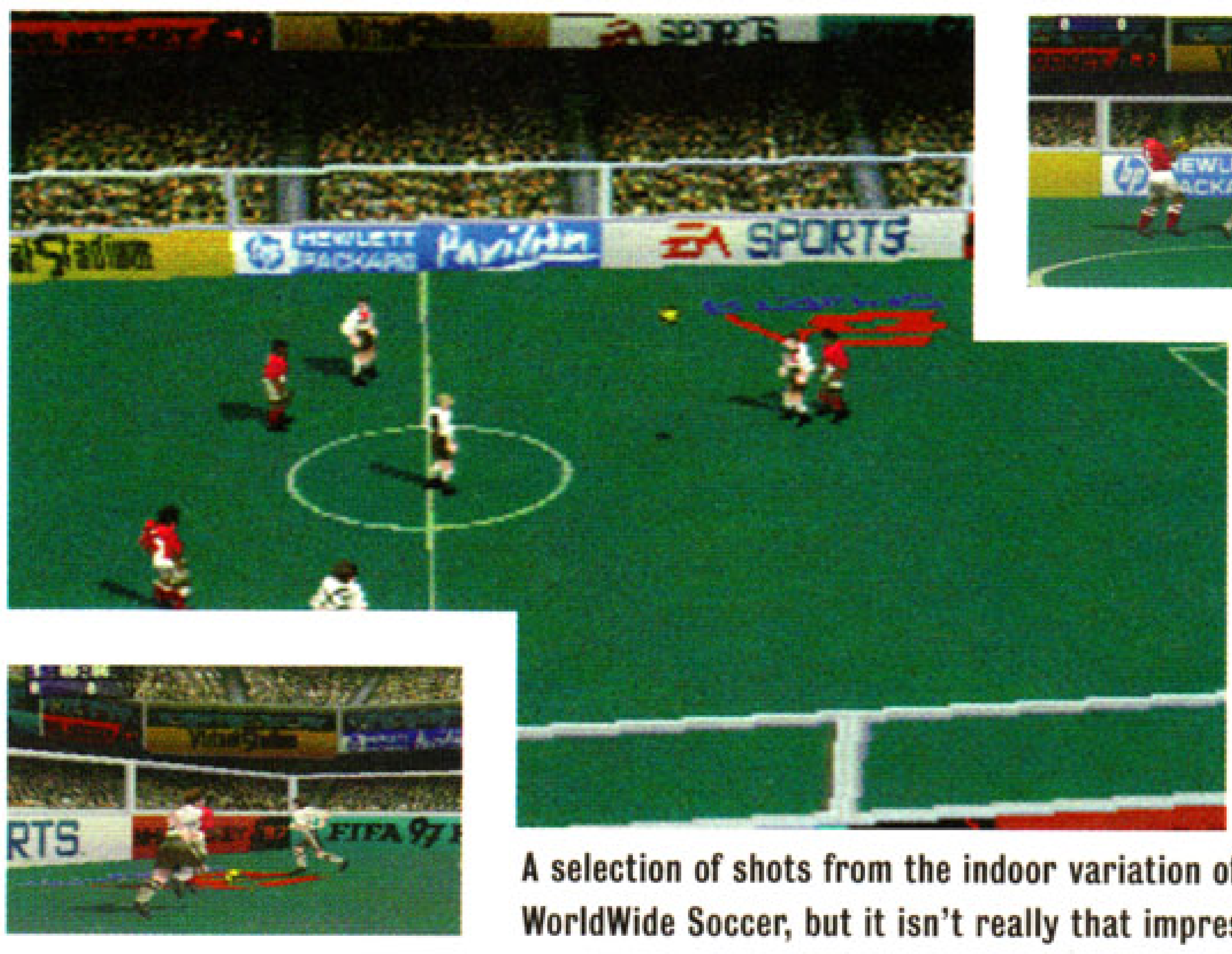








As the game loads, you can assess the performance of the teams you're taking into battle. So... Newcastle pass better than Arsenal, with the gunners having better defense.









A selection of shots from the indoor variation of FIFA '97. Now this is one feature that isn't in WorldWide Soccer, but it isn't really that impressive.

A mildly entertaining football simulation, but why settle for second best when WorldWide Soccer '97 is so clearly the better game?

graphics	75
sound	84
playability	77
lastability	76

overall 76%

NBA LIVE '97

Electronic Arts finally deliver a '97 edition that actually arrives in 1997! What other novelties lie in wait in this much-delayed PlayStation port? Here;s where you find out.

BY	ELECTRONIC ARTS
PRICE	TBA
STYLE	SPORTS SIM
RELEASE	APRIL

UNDER-POWERED

Just like FIFA Soccer '97, EA have managed to make every player on the court (and indeed the court itself) a polygon 3D construction which should in theory make the whole shebang much more realistic. Unfortunately, it causes problems. The frame rate isn't particularly impressive and the jerky action coupled with the speed of the game makes it very difficult to follow the play.





It's something along the lines of a "slam dunk" it would appear.





Here's a replay...



And he shoots...

The Electronic Arts Sports onslaught continues unabated... NBA Live '97 should be in a similar situation to John Madden Football in that its competing titles on the Saturn are all ages old and quite, quite poor. Unfortunately this game's faults are so obvious that EA doesn't quite get away with it as well as their American Football title.

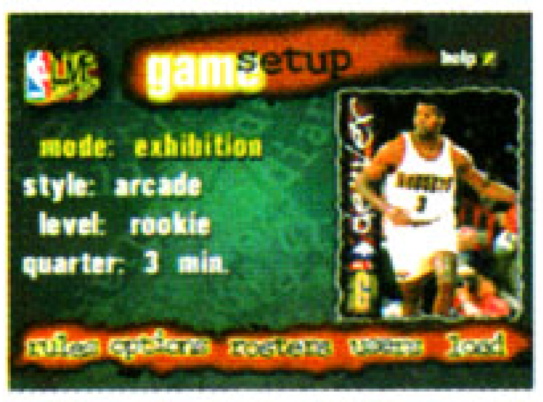
As with the majority of EA Sports games, NBA Live '97 has some quite brilliant presentation. The range of options is quite magnificent - huge, in fact and all very useful. What I particularly like is that you can press the Z button whenever you want and the game guides you through the current options available. Now this is a cool way to actually get the most out of the game's selectables without laborious manual reading sessions.



There is also the obligatory EA Sports route of playing the game in arcade or simulation modes, providing ease of access to newcomers. You can even customise the rules of the game to make it flow more to your liking.

Things begin to stutter when you get into the game proper. As is the case with all EA Sports titles to date, we have to make do with a very poor quality PAL conversion. The borders are sizeable, and the speed loss compared to the NTSC game is particularly unimpressive. One of NBA Live's main problems is the inertia the coders have given the players; they move almost like the hockey players in NHL hockey, floating about far, far too much making control difficult. Add in the PAL speed loss and you have

Another EA Sports title ported from PlayStation and sporting a most unimpressive frame rate and very noticeable PAL borders



The levels of presentation are most impressive indeed.



All of the NBA stuff is as authentic as you expect.



The End Court camera perspective provides this view, but it's very hard to play with this look.



The polygon players allow for some decent level of realism, but the resultant lack of smoothness makes play a chore.







Press Z at any time on the options screens to have everything explained for you. Clever.



The classic camera perspective in full effect here - one of the more playable views included in the game.

even less response. Grrrr. I don't mind PAL borders so much but games like this really need decent speed optimisation. What is also quite irritating is the fact that it's seemingly so difficult to see which player you are controlling. Finding your player is also made harder by the sheer amount of them on the court. Of course, this can't be helped, so I attempted to change the camera angle so I could get a better view of the proceedings. And that leads me on neatly to my other major gripe about this game. Disc access.

Even pausing the game to bring up the options menu is a lengthy task. Unbelievably, the Saturn needs to load data just to do this! And then there's further access when you choose which option you want. And then there's even more CD whirring in order to get you back to the action! This is a real low-point. It takes you ages to do anything. There's access in order to load in any menu, so if you're attempting to change strategy you're looking at the better part of a minute in order to pause the game, make the change and get back to the game. Poor.

As far as actual gameplay goes, NBA Live '97 is fairly entertaining, but in no way spectacular. It adequately fulfills the criteria for providing a fairly decent basketball game in that it has all the official teams, the players are authentic (as far as I can tell) and the various scoring techniques are just a cool and flashy as in the real game.

Maybe it's down to the limitations of the sport in question, but I really can't see much to cause you to part with forty-odd quid for this game. EA have done everything they can to make a fairly simple sport as deep and involving as possible, but it just didn't work out for me. That, coupled with what is simply sloppy execution and a fairly jerky screen update managed to ruin most of the fun of this game for me.

I think Electronic Arts should be some seriously thinking before embarking on their '98 updates. We need to see better game engines and decent PAL translations or else EA Sports are in danger of losing what reputation they have for quality sports titles.

RICH LEADBETTER

PLAY AWAY

A cool feature of NBA Live '97 is the ability to call upon set-piece plays, using the X, Y and Z buttons. Offensive and defensive variations can be set up and putting them into practise is pretty simple during the game. If only they were so simple to actually set-up. Customising them is done on the pause menu and since there is a good few seconds' disc access with every button press it takes ages to accomplish anything. Frustration here we come!









Stealing the ball when not in possession is very tough indeed.







As is usually the case for Electronic Arts sports simulations, the game can be made to look great with the camera options, but like this the gameplay is very difficult to play.







Some great ideas and the usual EA Sports eye for statistics and options... but the actual engine behind the game is underpowered and unimpressive.

graphics	72
sound	80
playability	67
lastability	69
overall	67%

REVIEW

DRAGONHEART

Continuing their tireless quest to buy the licence to every single film ever made or being made, the latest to emerge from Acclaim is Dragonheart. So it's animated dragon antics ahoy! Let's go!

BY	ACCLAIM
PRICE	£44.99
STYLE	HACK,SLASH"N"FLY
RELEASE	OUT NOW

"I'M THE LAST ONE!":

Clearly Sean Connery lied, as there's quite a few dragons to be found throughout the game, each of which need slaying in violent and bloody fashion. But as we'd expect from a dragon, they tend to breath fire upon you which has the undesirable effect of draining your energy somewhat. However using the bow and arrow allows you to kill them without getting too close to the flames.



Each of the end of level dragons are defeated in different ways.



This one you simply hack at its neck as it pops out of the water.





The parallax scrolling of the backgrounds is the most impressive aspect of the game.



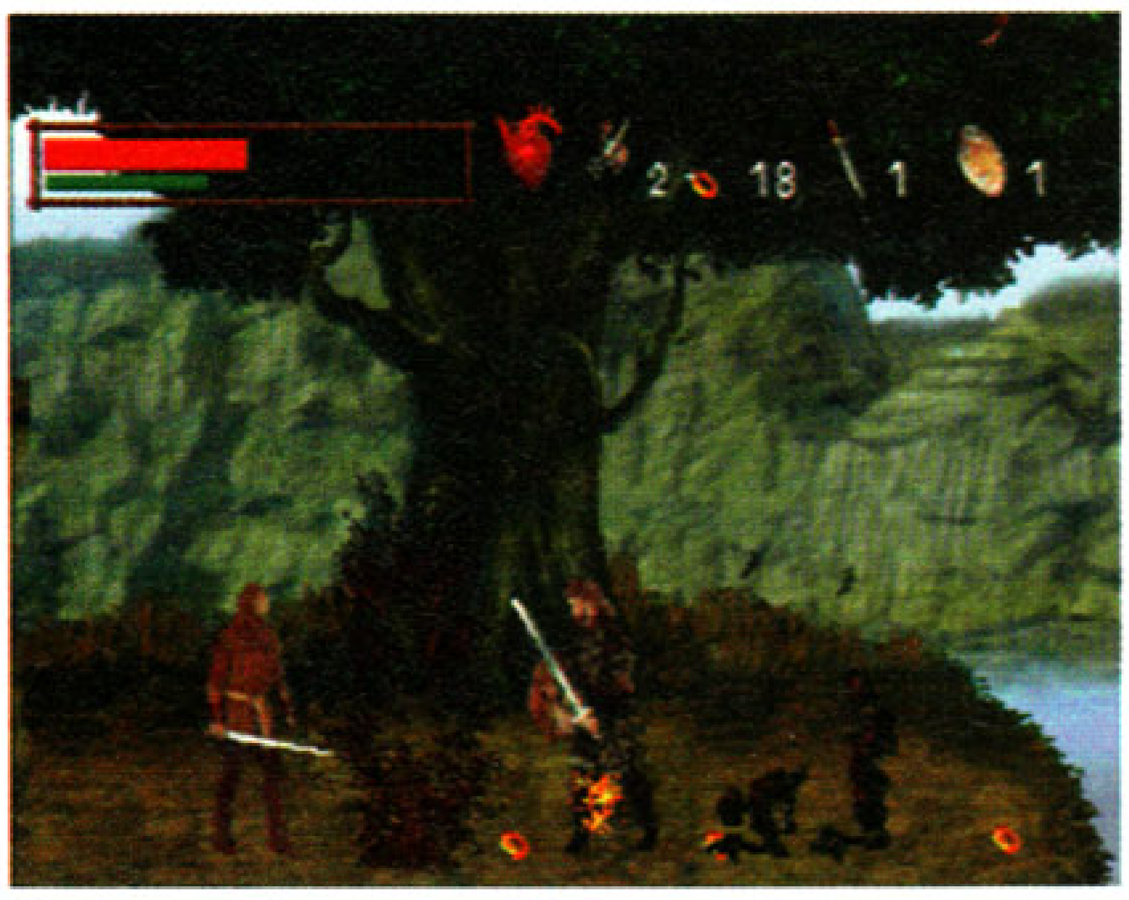


As well as the hordes of knights to do battle with, there are also pesky seagulls to fend off.

An air of despondency filled the office upon the arrival of Dragonheart as I was resigned to the fact that the next few hours would be filled with feelings of frustration, anguish and emotional turmoil interrupted only by prolonged suicidal fantasies. The fact that I'm here to tell the tale is testament to my changing philosophy in life. Whereby previously my angst may have turned to feelings of self-loathing and worthlessness, I now channel my negative energy into a more positive pastime, namely the eighties craze that took America by storm. FRISBEE! As opposed to the mind numbing gameplay of Dragonheart, I've discovered that far more fun can be derived from the CD by throwing it horizontally across a great distance to a friend or dog who then retrieves it for you. It's simply non-stop fun all the way. However, a word of caution. Playing frisbee with an otherwise useless CD in a built up environment inevitably leads to financial loss, as CDs tend to shatter into unidentifiable pieces upon impact with hard surfaces. Not to be recommended then.

If you haven't seen the film Dragonheart yet, playing the game hardly inspires you to do so. The basic plot is that the good Prince Einon becomes a bad Prince when his heart is replaced by that of dragon. Hence the title, Dragonheart. However this has little relevance to the gameplay, as it's yet another side-scrolling beat 'em up the likes of which we've seen many times before. Taking the role of Sir Bowen, a fearless young dragon slayer, you jump, roll and slash your way through the seven different levels fending off the hordes of enemy knights and slaying the dragon at the end. At your disposal is a solid steel sword which is is upgradable throughout the course of the game and a variety of sword based attacks with which to kill the enemy. Using these too frequently however results in Bowen becoming

With terrible graphics and tedious, repetitive gameplay, Dragonheart is enough to put anyone off videogames for life!



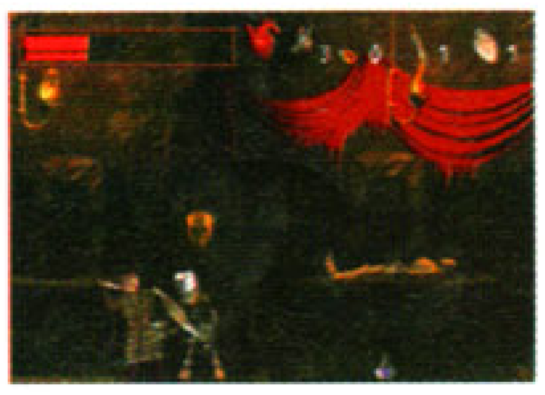
The pen is mightier than the sword. Tell that to these guys.



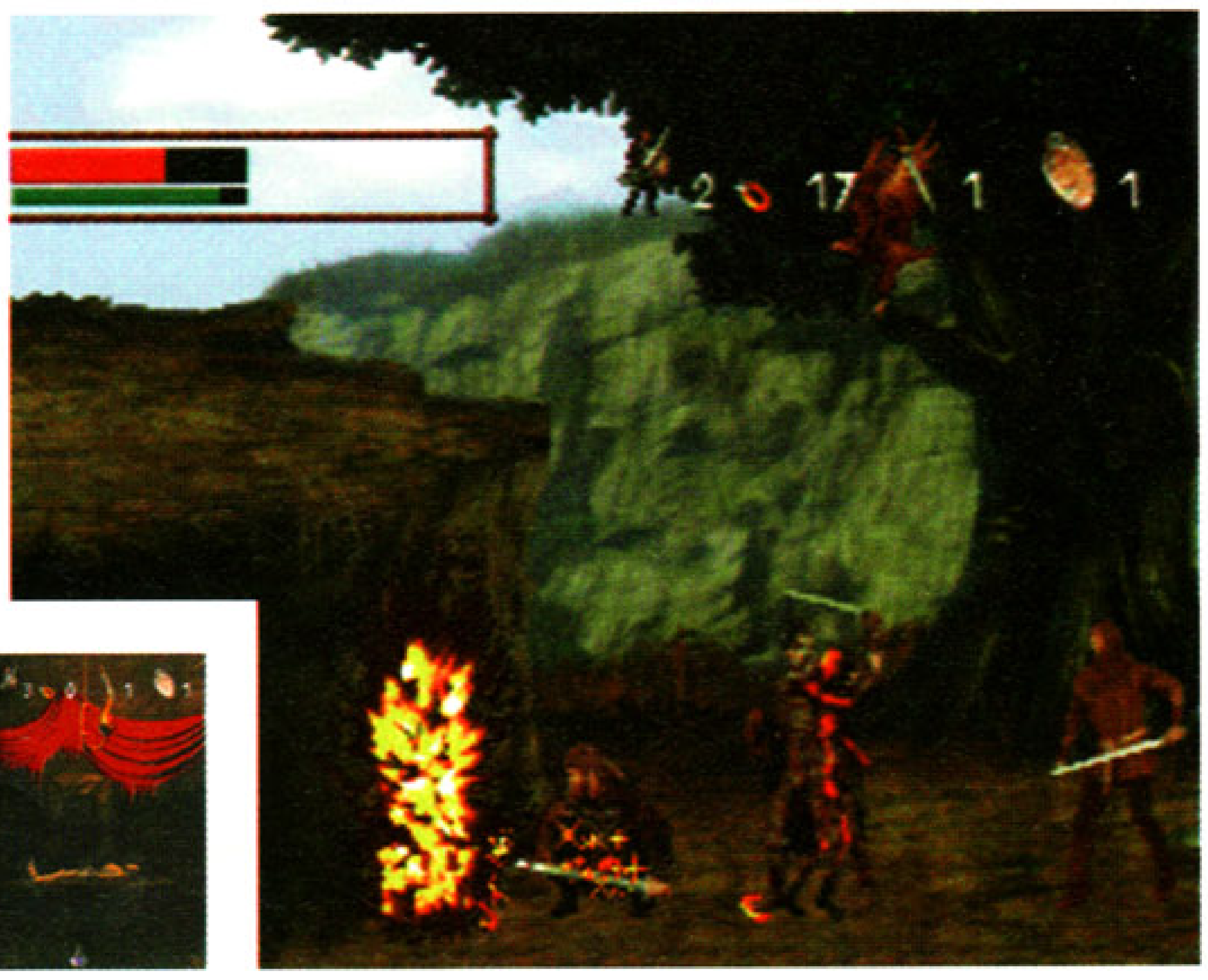
The flames die down to reveal a burning body!



The end-of-level dragon scene.



The later levels are quite tough.



Turn your enemies into toast with the magical sword power-up.



Why this dragon is firing a laser beam is beyond me.

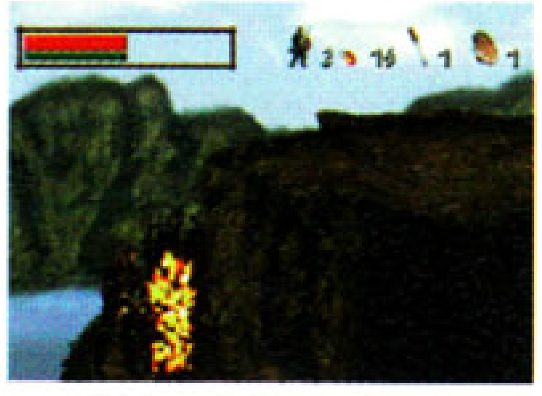


More sad combat action on display here.

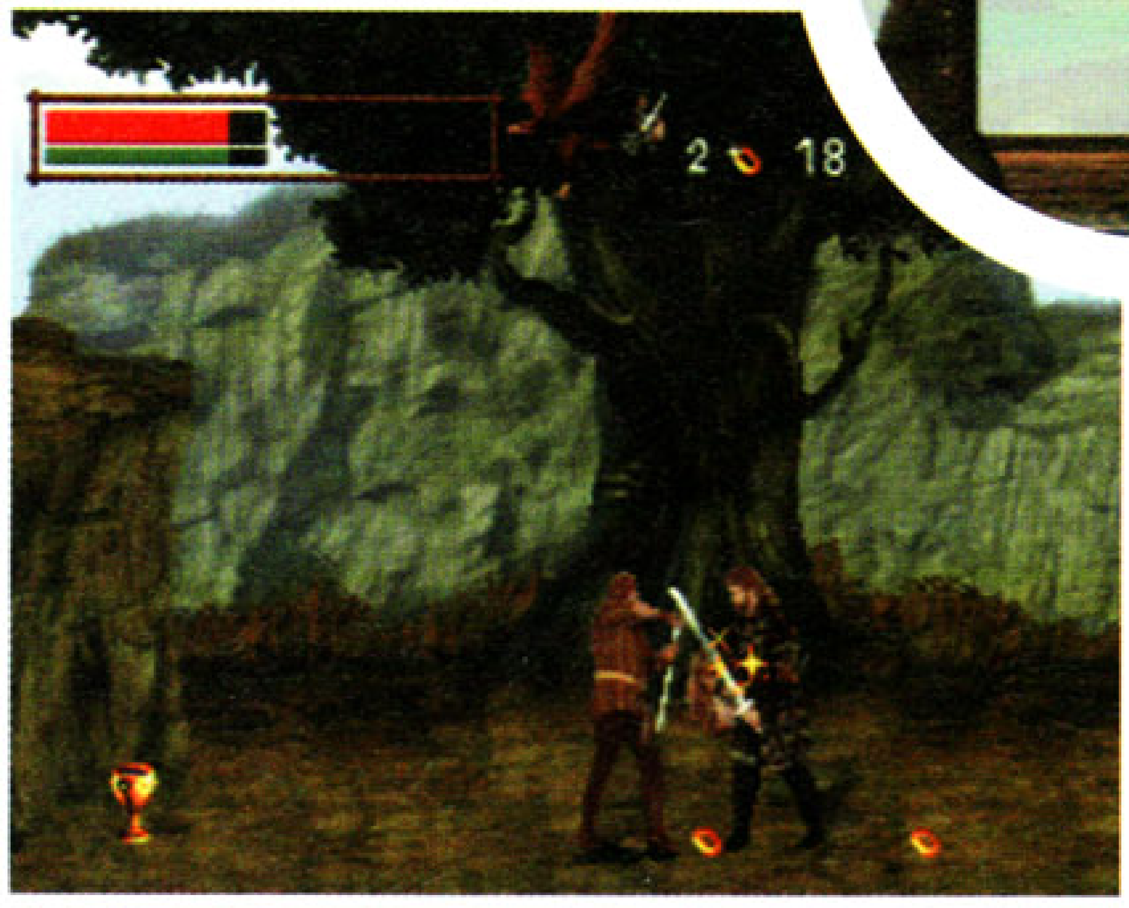


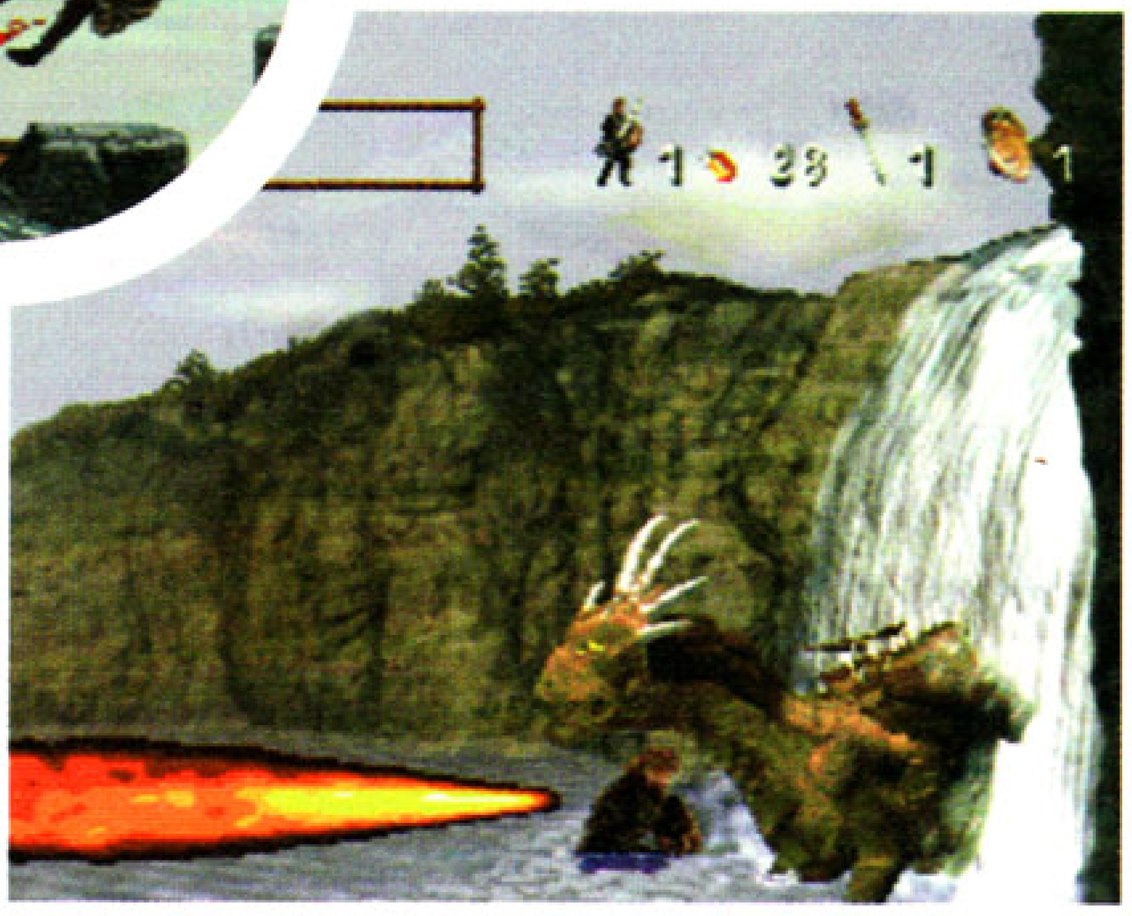


The motion capture is very, very poor.











The crouching down and hacking their legs tactic never fails.

tired and having to rest, leaving him vulnerable to an enemy attack. The longbow is a far better weapon to collect along the way which obviously has far greater range than the sword thus making progressing through the levels a tad easier. The levels themselves are pretty samey throughout, with your character running from left to right stabbing all enemies and eventually vanquishing the dragons. However, by way of adding a little variety into the otherwise repetitive gameplay, levels are intersected by FMV flying sections with Bowen riding on the back of Draco the Dragon whom you steer through the forest foliage. Though the level of control you exert over Draco is negligible, it looks far more visually appealing than the usual shoddy graphics.



However all this is largely irrelevant as nobody of sound mind would even consider parting with around forty quid for such an appalling piece of software. Acquiring a movie licence and bunging it on a fundamentally flawed game in no way makes it better. Nowhere is this more vividly illustrated than with Dragonheart. The levels are incredibly linear with you moving in the same direction the whole time giving you a distinct lack of freedom. The graphics are frankly some of the worst to be seen on the Saturn, with the digitised sprites looking utterly ridiculous and with each having only a few frames of animation. Gameplay wise it's hard for me to think how Dragonheart could be worse. There's no two-player mode, the collision detection is dodgy and the artificial intelligence is virtually non-existent. There's hardly any variety in the range of moves or weapons, which gives you a vague impression of the lack of thought that went into this. The fight scenes are boring and all very similar to one another which pretty much sums up this shambling mockery of a game. Boring. It really is enough to put anyone off games for life.

To be brutally honest, I'd rather have my testicles surgically removed without anaesthetic than play Acclaim's latest epic gaming disaster. I grow increasingly weary of such boring tedium and will tolerate it no more.

LEE NUTTER



Jump from log to log to cross over the river.



Swing on the log before launching a surprise attack.



Live by the sword, die by the sword. That's the moral.

SPONTANEOUS COMBUSTION?

With Dragonheart being a Mediaeval affair, obviously pulse lasers and the like are out of the question. As a result Bowen has only a meagre two weapons at his disposal, the longbow and the sword. By collecting pick-ups each of these are upgraded giving them slightly different abilities, but nothing to write home about. One of the pick-ups gives your sword the power to make all enemies spontaneously combust, one of the few highlights of the game.



Terrible graphics not to mention repetitive and boring gameplay make this a disastrous game to be avoided at all costs.

graphics	26
sound	60
playability	30
lastability	26

overall

27%

SWAGMAN



In this day and age, programmers are to be congratulated for trying something new. So... can Core conjure up a creepy cracker or is Swagman simply as scary as something you'd find lurking in your stinky sock drawer?

BY	CORE
PRICE	£44.99
STYLE	ARCADE ADVENTURE
RELEASE	APRIL





Boulders and mist effects. What a bizarre pairing...

MONSTER IN MY POCKET

As with any semi-platform game worth its salt, Swagman features a number of tough-as-nails boss characters to test the abilities of Zack and Hannah. Fortunately, these big buggers are only encountered infrequently and their repetitive attack patterns leave them wide open to sneak assaults. Of particular note are the Pumpskin creature and the Demon Dentist. Old carrot top launches mini pumpkins at our heroes before grabbing them and throwing them out of the screen. On the other hand, the Demon Dentist's stage features a gaping whole in the floor. Players face the double challenge of the teeth extracting tyrant himself and an untimely death by falling into the spinning maelstrom below.





Following the worldwide success of Tomb Raider it would seem that Core Design are incapable of making a mistake. They've shown us that they're more than capable of creating sophisticated 3D environments and producing titles aimed at player's brains rather than dazzling them with flashy visuals that lack substance. It may come as some surprise then to learn that next up on their release schedule is not the inevitable Tomb Raider 2 (expect more on that later in the year) but the quirky 2D offering, Swagman.

An overactive imagination and one too many Tim Burton movies have resulted in the Swagman team producing a bizarre hybrid of a game that takes the exploration/puzzle elements of the classic Zelda series and combines them with a dark storyline involving the nightmare world of a terrifying dream demon. Players take on the twin roles of two sickeningly American kids, Zack and Hannah, as they set off on an epic adventure to save our world from being consumed by the forces of darkness. You





Zack infiltrates his parents' bedroom! The cheeky scamp.

see, the dream world is usually protected from the evil of the Swagman by a group of magical Dreamflies who use their abilities to keep the dream demon at bay. However, the Swagman has managed to capture the Dreamflight and has imprisoned them in a number of themed worlds. Players are required to enter these stages, battle the Night Terrors, Jawcrash and Toothface monsters they encounter, free the Dreamflies and wake up to see the dawn of a new day.

This all sounds simple enough but Swagman's pseudo 3D isometric playing angle isn't the game's only unique selling point. For a start, players may begin their after hours adventures by guiding young Zack around the confines of his dimensionally displaced house but by freeing the captured Hannah, the game takes on another slant altogether. Although Swagman contains no true two player option, the twins do cooperate in certain stages and combine their abilities to reach high ledges

A clever, engaging and enjoyable title that harkens back to the glory days of 16-bit overhead 2D gaming



Check out the real-time calculated shadow on Zack and the enemy sprites! Kewl.





Hmmm... as you can see, beds and creepy demons play a big part in this original arcade adventure.









Go through one of the mirrors to enter the Swagman's dread domain. One of these is pictured above!

Swagman is the result of an overactive imagination and perhaps one too many Tim Burton movies.





Multiple parallax scrolling is common in Swagman.

and locate secret rooms. Further abilities are also made available once the kids access the Swagman's Terrortries. By locating mirrored portals in the Real World, players are instantly transported to the dream dimension and transformed into lumbering battle beasts. As the game progresses, more of the action takes place in the Terrortries as Zack and Hannah encounter the kind of mis-shapen monstrosities that could only exist in nightmares.



Actually that's a bit of lie. The smoothly animated enemies that patrol each stage usually wear ridiculous comedy socks and hats, giving Swagman the kind of juvenile image that may result in the game missing its intended target audience. While Swagman may look like a harmless title aimed at the younger Saturn owner that's definitely not the case. As with Saturn Bomberman, Swagman's colourful exterior hides a game of cunning depths. The first few levels will lull you into a false sense of security as you wander safely through obstacle after obstacle laughing off simple puzzles and ineffective enemies.

However, the real challenge soon becomes apparent as players are required to figure out how best to utilise the twin's abilities in certain situations whilst being attacked from all sides by creatures of all shapes and sizes. That's not to say that Swagman becomes a frustrating game. In fact there's nothing more rewarding than finally solving a tricky puzzle room and being rewarded with a level warp, secret stage or power-up. It soon becomes apparent that Swagman's lengthy development period has been spent wisely, resulting in a clever, engaging and enjoyable title that harkens back to the glory days of 16-bit gaming.

A special mention must go to the team of Nathan McCree and Martin Iveson. The talented duo have produced a chilling musical score to accompany Swagman's haunting happenings and the clever use of ambient effects and subtle background noises give Swagman the perfect atmosphere of suspense and terror. While the game's real success will obviously come from the marketing push that Core supply, this is one title that's worth investigating. Give it time, patiently tackle each level and puzzle logically and you'll soon discover that Swagman is a clever, ingenious little title that's guaranteed to give you many sleepless nights.

MATT YEO



Here Zack and Hannah team-up. Head over Heels anyone?



Special effects abound in the mostly 2D Swagman.

Another triumph for Core and another top quality title for the Saturn. A creepy blend of puzzles, platforms and phantoms.

graphics	84
sound	93
playability	89
lastability	86
overall	88%

SUPER PUZZLE FIGHTER II

Imagine that those pesky Street Fighters got caught up in M Bison's Clone-a-tron™ booth and emerged as cutesy, super deformed parodies of themselves. Then imagine they found similarly squished versions of the DarkStalkers and decided to play Columns at them.

BY	VIRGIN
PRICE	£39.99
STYLE	PUZZLE
RELEASE	MARCH



Most Super moves will be familiar to players of Street Fighter Alpha and DarkStalkers. Here Donovan gets nasty.

Yet, bonkers as it may seem, that is more or less the premise behind (deep breath) Super Puzzle Fighter II Turbo. What is essentially a Columns rip-off suddenly becomes all the more enticing with the simple addition of some fun cartoony versions of Capcom's World Warriors. And their mates. So can you expect anything else new in the play mechanics department? Well, yes, as it happens. The Columns influence is still fairly strong; match up gems of the same colour as they fall down a well to make them disappear. Where it differs is the way in which them thar gems are vanquished.



Gone is the old fashioned system of matching three of a kind, and in comes the new fangled system of having little blighters called trigger gems. These can be found in all the flavours of the regular gems, but are round and sparkly and cause all adjacent gems of the same colour to disappear. By having triggers fall down on to appropriately coloured gems as other blocks are cleared, you can spark off massive chain reaction combos which cause no end of trouble for your opponent. All gems that disappear from one side are dumped on your opponent's well in the form of timer gems, which are unbreakable critters that count down for a few seconds before turning into a regular gem. Pull off a spectacular chain reaction and the timer gems come crashing down on your opponent, giving them very little space to play with. And that's where the fun starts, as at the same time a CPU or human player is doing exactly the same thing to you, and can cancel out any gems you might be about to drop on them by clearing



WAY OF THE IMPLODING FIST

Puzzle games such as Bust-a-Move 2 and the long-running Puyo Puyo series are packed full of cute characters, but Puzzle Fighter is, to the best of our extensive knowledge, the first that actually lets players select a character to compete as. On the Street Fighter side, diminutive versions of Ryu, Ken, Chun Li and Sakura are available for selection, whilst the DarkStalkers half comprises Donovan, Felicia, Morrigan and Lei Lei. They all have their own cutesy little personalities too; watch them break down in tears as things start to go pear shaped, and snigger as they get the upper hand. Little tiny incarnations of Gouki, Dan and Devilot (from the upcoming arcade conversion, Cyberbots) can also be earned by completing the correct parts of Street Puzzle mode, as can some lurid costume colours for the normal characters.



The Columns influence is still apparent; match up gems of the same colour as they fall down a well to make them disappear.







Expect comedy grimaces aplenty as the pint size warriors get scrapping.



The backgrounds are packed full of sneaky references to other Capcom games.



It's the old win/lose routine once again.



Gouki takes over from Dan as the final boss. Where have we seen that before?

TURBO







Two combos usually gives spectacular results.



This is where I get to show off my high score.





Ken inflicts fireball punishment.

Clear a good few gems at once, and your on-screen World Warrior persona performs a SD super move on their hapless opponent.

some of their own gems. A kind of blocking, or countering, manoeuvre then.

So that, you see, is where the Street Fighter element comes in. Clear a good few gems at once, and your on-screen World Warrior persona performs a SD super move on their hapless opponent. The power of the move depends on the number of gems cleared, so get a chain reaction going, and you can expect a flaming dragon punch. All of the eight selectable characters have their own special moves, which are basically scaled down versions of their full sized counterparts, complete with squeaky, scaled down sound effects. Yet there's more. Each character has their own personalised counter pattern, and if you line up gems according to that pattern then you will be able to perform a more powerful counter move. Finish someone off with a massive chain reaction, and your in-game representative does a Street Fighter Alpha style Super finish, complete with the starburst background.

If it's extra play modes you're after, Puzzle Fighter delivers in spades. Or trowels, at least. Aside from the normal arcade game (yes, this madness was a coin-op too), there is also the snappily titled Street Puzzle Mode. In this version of the game, you select a character, then pick one of six tiles to uncover your opponent. Beat them, and a new secret feature is yours for the taking. These consist of sound and music tests, extra costume colours, the three extra characters detailed elsewhere, a hideously screechy 'original song' in Japanese, an art gallery, a surreal Showtime demo and even a whole extra Expert Arcade Mode.

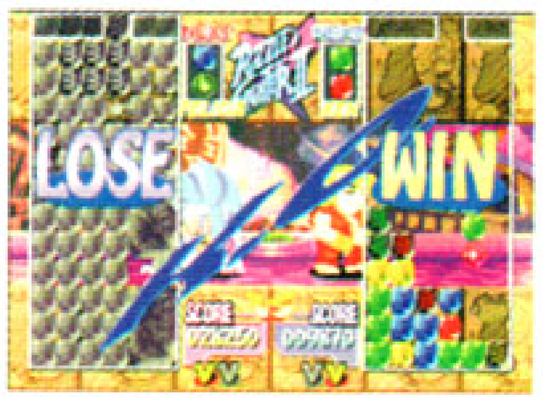


And that's just about it. The one-player game is what you'd expect from a cross between Street Fighter and Columns, play against the other seven characters before going up against Dan and Gouki, the final bosses. The two-player versus game is the usual best of the three rounds, although settings can be altered on the options screen. However, the triggers needed to clear gems can prove to be a bit of a problem. They are vital for clearing the well, so if you get a stretch when none turn up, things can get a bit frantic. This is fairly handy for setting up big combos, but if your well fills up with gems and there's nothing you can do about it, then you are rightly going to feel a bit peeved.

That is, however, just about all that's wrong with an otherwise fantastic puzzle game. The graphics are sharp and well detailed, the animation on the SD sprites is good and the backgrounds contain loads of clever references to other Capcom games that Street Fighter fans will have fun picking out. There's more in-game 'chatter' between characters than the beat-em-up series, but the voices are the same as those in the Alpha games. Purchasing decisions should be fairly straight forward. If you are in need of a puzzle type game, and are also a Street Fighter fan, then this should be top of your list. If, on the other hand, you despise Capcom beat-'em-ups and/or cuteness then I'd advise steering well clear. Puzzle Fighter's main strength is its World Warrior branding. Without it, it would be just another puzzle game, and a slightly flawed one at that. With it, it becomes an altogether more worthy product and, as a Street Fighter fan, I have to say that I'm hooked.

STEPHEN FULLJAMES









Gouki lives up to his 'nails' reputation by giving Ken some grief.





Look for the hidden gallery to see loads of cool hi-res art.

Let down by the reliance on trigger gems, Puzzle Fighter is still a worthy alternative to Bust-a-Move 2 and shouldn't be ignored by puzzle fans and Street Fighter die-hards.

graphics	85
sound	86
playability	85
lastability	85

overall 86%

SPACE JAM

Acclaim's most recent basketball game has barely been out in the shops more than a few weeks when already they have another one lined up, this time a movie licence no less, going by the name of Space Jam.

BY	ACCLAIM
PRICE	£TBA
STYLE	SPORTS SIM
RELEASE	APRIL



You don't just have to play as the Looney Tunes, you can play as the Monstars too, though they're usually a lot slower and less agile than the crazy Looney Tunes.



Looks like this Monstar's made a break for it and is about to slip one past the Looney Tunes' defence. Odd considering they lack the speed of the cartoon ones.



Much of the gameplay involves running from one end of the court and scoring so the opposition gains possession, then running back and scoring so you regain possession and so on.







The Tasmanian Devil is one of the best Looney Tunes players.

Obviously there are a lot of basketball games available at this point in time to cater for sports freaks everywhere. To add another one to the catalogue could be viewed as overcrowding the market somewhat, unless of course it was different enough to make it stand out from the pack. Well that's exactly what Acclaim have attempted to do with their latest basketball game Space Jam, which has several distinguishable features which make it quite different from the rest. Whether this is enough to make Space Jam a worthy purchase however remains to be seen. One thing for sure is that with this being the official movie licence Acclaim is expecting big things from it.

The game itself is a three-on-three basketball game, the first of its kind on the Saturn and features the irrepressible Looney Tunes posse and the basketball legend Michael Jordan. As the player you can shoot the hoops as either the Monstars or the Looney Tunes each with a wide range of team members to choose from. To name but a few, Bugs Bunny, Porky Pig, Daffy Duck, Sylvester, Tasmanian Devil and Lola Bunny are all in there each with their own strengths and weaknesses and range of special moves. These take a while to master but are essential for beating some of the tougher computer opponents. Once on the court though, the action is not too dissimilar to most other basketball games featuring the usual slamming and dunking action accompanied by a commentary which will be familiar to fans of NBA Jam Extreme. The game is divided into four quarters with these being intersected with bonus sub-games which can be turned off if you so desire. To be honest you end up playing these for more of the time than you do the actual basketball game. There are quite a few different sub-games to



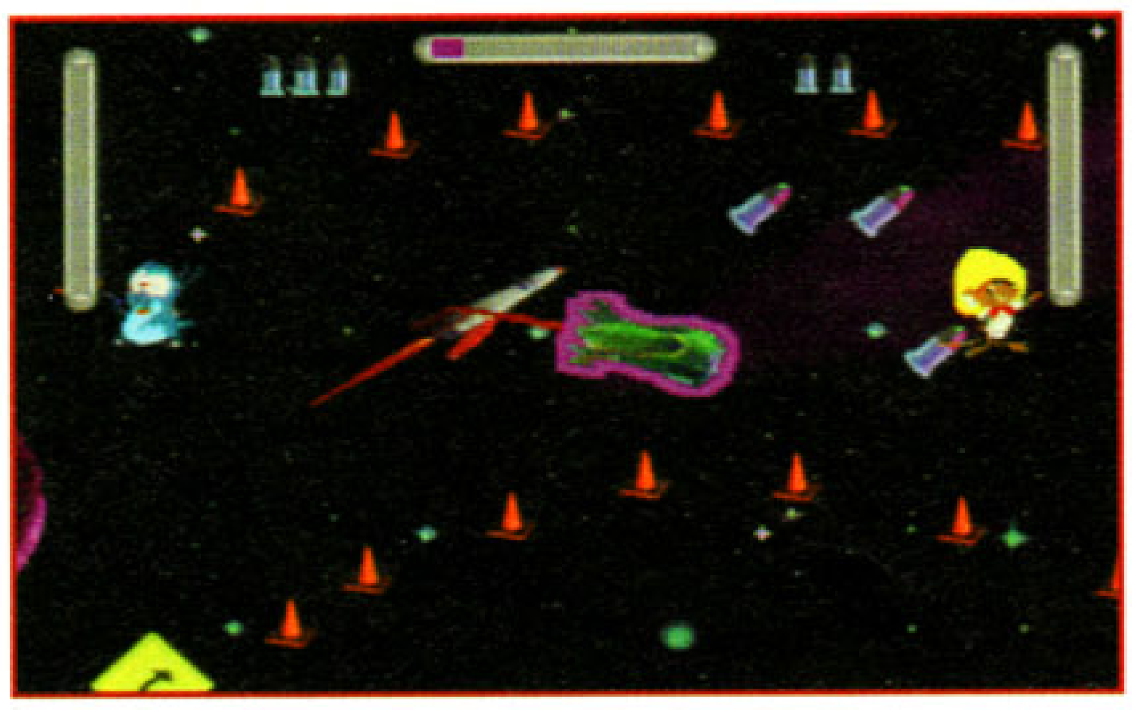
Space Jam is the first three-on-three basketball game to appear on the Saturn, though it's debatable how well this works.

BONUS SUB -GAME FRENZY

Breaking up the routine basketball gameplay are a series of basketball related bonus sub-games which divert your attention for a short while. They tend to take up more gameplay time than the actual basketball does so here's a brief outline of what you have to do.



Trophy Room action with Daffy Duck collecting MJ's uniform.



Micro Machines style Crazy Space Race shenanigans. Cool!



Lola Bunny's Hall of Hijinx is basically Rifle Range with balls.








Yep. That's right. They're all in there. Every member of the Looney Tunes cast has made it into the game along with Michael Jordan. There's Bugs Bunny, Daffy Duck, Sylvester the Cat, Yosemite Sam, Speedy Gonzales and even Porky Pig.

CHOOSE A TUNE

The entire Looney Tunes cast have made it through to the Saturn game, all of whom are playable and have their individual strengths and weaknesses, not to mention special moves. The best of the lot however is Michael Jordan, but that's only to be expected after dedicating his entire life to the game.





The blur effect is featured throughout the game to give the impression of speed when you're legging it around the court.

The repetitive nature of the single-player makes this a game that should only really be played with friends.

play, from the Space Race which is a Micro Machines style race through the stratosphere to the Locker Room shenanigans which require you to raid the lockers for valuables like we used to do at school. These provide a relatively interesting diversion from the standard gameplay, but to be honest it's not what you bought a basketball game for is it? Multi-player battles are good fun with players being able to join forces on the same team or play against each other with up to six people being able play at once using the multi-tap.



However Space Jam is a bit of a disappointment both graphically and gameplay-wise. Space Jam hardly pushes the Saturn to its limits showing us little that couldn't be done on the lowly Megadrive with the players being 2D sprites as opposed to the 3D polygon players we'd expect. There are no innovations in the gameplay either, with it falling some way short of being a decent basketball game and with the sub-games just getting in the way of the basketball action. The addition of an extra player only serves to confuse the proceedings making it difficult and time consuming to switch between players. The gameplay can also be very repetitive, with one team scoring so the other gets possession of the ball, then they score and the other team regains possession and so forth. However this is only usually the case in single player mode, with the two-player game being slightly more varied.

The bottom line is that with NBA Jam Extreme already available with 3D motion-captured players, loads of moves and hidden extras, it outclasses Space Jam in every way. Movie licence or not, if it's a basketball game you're after this one is best avoided.

LEE NUTTER

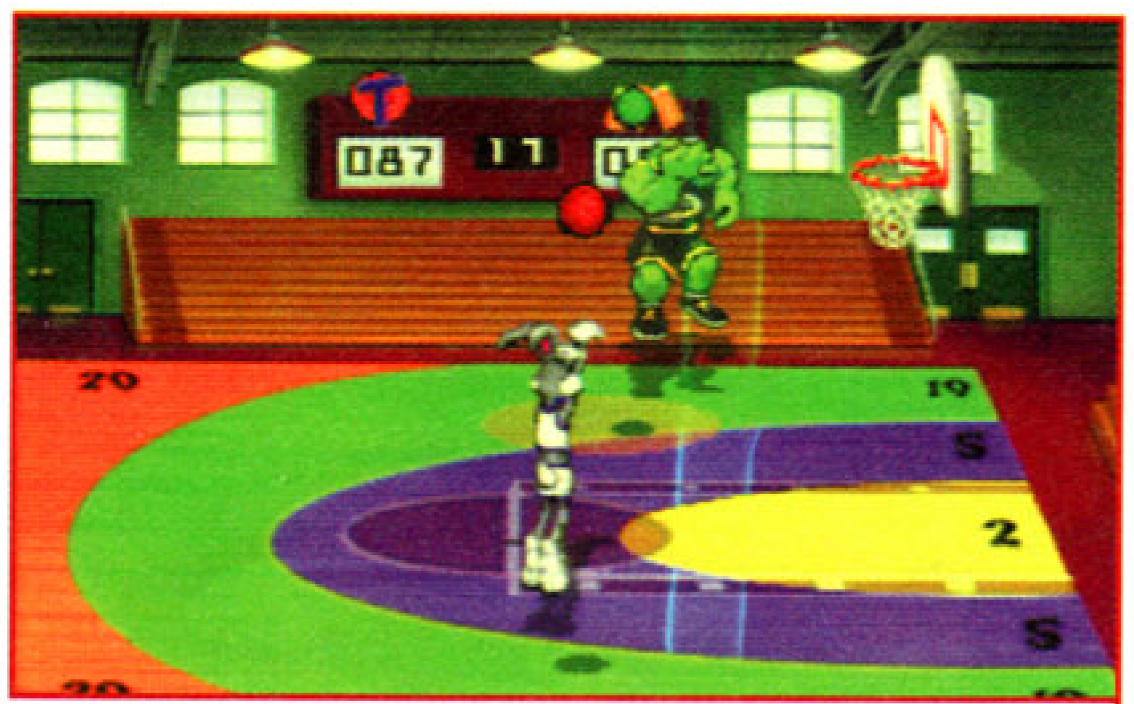


More slam-dunking action with those Looney Tunes getting some "mad height" and "wicked air".






Raid the lockers for valuables with Bugs Bunny. Cool!



Yosemite Sam's shoot-out pits you against a Monstar.

Space Jam isn't bad as a multi-player experience but falls short of the mark in comparison with more serious basketball games, such as NBA Jam Extreme...

graphics	50
sound	70
playability	57
lastability	51
overall	53%

RETURN FIRE

We didn't even know it was coming until a few weeks ago, then all of a sudden we have a finished copy of Return Fire in our sweaty little hands. But is it the classic it's made out to be?

BY	GT INTERACTIVE
PRICE	£44.99
STYLE	SHOOT 'EM UP
RELEASE	TBA



The tank is used to clear the way for the flag-pinching jeep.







A pair of gates wilt beneath your firepower!



Two of my favourite games of all time are the Amiga classic Firepower and the sequel Return Fire. They are quite simply two of the most cunningly crafted videogames ever created. Many a school night I have spent sat in front of my computer playing endless sessions of these games when really what I should have been doing was my homework, getting a paper round or even a girlfriend. So it is with a tear in my eye that I've been playing the Saturn version of Return Fire and reliving my lost youth.

The basic premise of Return Fire is simple, deceptively simple you could say. The idea is to infiltrate the enemy base and locate and retrieve the enemy flag. Not an easy task when you consider that each of the enemy bases are heavily defended with a vast array of gun turrets and various other armaments. You need to smash through the enemy defences and locate the enemy flag which is cunningly concealed inside one of the enemy towers. When the tower is destroyed the flag is revealed and should be taken with great haste back to your underground bunker where you began the game. To assist you in your quest you are equipped with four different vehicles capable of causing some serious destruction. At your disposal is a jeep, a helicopter and two different tanks each of which are interchangeable throughout the course of the game. The key to success is selecting the most appropriate vehicle for each task. The tanks for example, ought to be used to smash through into the enemy base and clear a path for the jeep which is the only vehicle that can carry the flag. The only problem being it has little armour so if someone so much as farts near it you're toast. This leaves it extremely vulnerable to an enemy attack, hence the importance of clearing the way with the tanks. The helicopter should be used for going after the enemy jeep as it's fast and manoeu-





This beefy tank is pretty slow but soaks up the damage.







STOP THE PIGEON

Two-player matches are often reduced to a Stop The Pigeon-type scenario whereby each player uses whatever cheap tactics they can to thwart the enemy's progress. Laying mines around bases and kidnapping the flag are current favourites of ours.





Bang! Another opponent falls before you.



Split-screen gets really j-e-r-k-y.









That small orange puff indicates an explosion.





FLAG SHENANIGANS

So as not to make the game too easy, the enemy flags are hidden in a tower which needs to be destroyed first before the jeep can retrieve it. On some of the larger levels dummy flag towers are scattered about the place to give you a glimpse of what victory may be like before cruelly snatching it away from you.



A decent enough conversion of the classic blaster marred only by a very disappointing jerky frame rate, but otherwise this is cool!

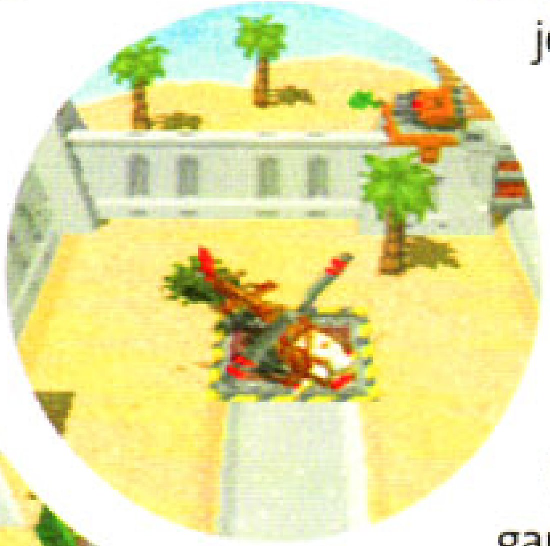
vrable and you don't need to bother about the hazards on the ground.

However as fun as the single-player game is with about 100 levels and a pretty tough computer opponent it is ultimately limited. Thankfully Return Fire also features a two-player mode (sadly missing from Mass Destruction) which manages to retain the same retrieve the flag gameplay of the single-player game but adds exponentially to the fun. Rather than concentrating solely on getting the flag you quickly find yourself attempting to thwart your opponent's efforts whilst racing to get his flag back to your base first. Naturally cheap tactics are the order of the day here and you could quickly find yourself falling out with anyone whom you play it with. A favourite of mine is to take your own flag far out to sea where your opponent can't get to it easily, or laying shed-loads of mines just outside his underground bunker. Fans of the cult classic cartoon series Stop The Pigeon will no doubt be good at this part. The music is also first rate and quite possibly some of the best in a videogame ever. They're all classical tunes but don't let that put you off as they add exponentially to the frantic nature of the gameplay.

So by now you've read this far and you're wondering why it's only got 80%, right? Well the only drawback on an otherwise virtually faultless game is the jerky frame rate which I'm afraid to say detracts quite a bit from the superb gameplay. Nowhere is this more evident than in the two-player mode where in parts it is extremely difficult to exert control over your vehicle when the frame rate is so low. This begs the question, why? Return Fire is by no means a graphically complex game. It appeared on the 3DO after all. Take a look at Mass Destruction and see what could've been if only GT were using a decent engine. It's a big shame and an opportunity lost. As such the amazing two-player battles have largely been spoilt, though the single-player game is still good fun.

Saturn Return Fire should have been an excellent game but due to sloppy programming it is now an above average blaster. I'd definitely recommend that you try before you buy.

LEE NUTTER







You can even drive out into the sea, if you're a bit moronic.

What could have and should have been an excellent game is now a mediocre blaster let down badly by the dodgy frame rate.

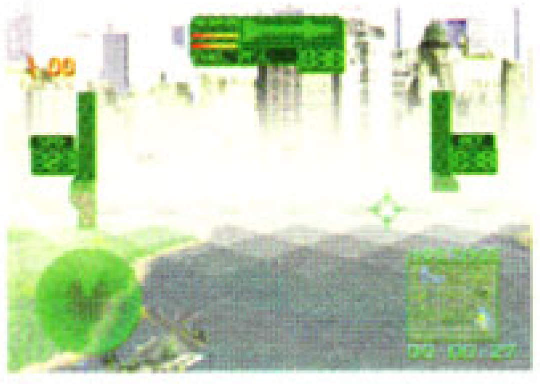
graphics	78
sound	92
playability	84
lastability	83

overall **80%**

BLACK DAWN

If you yearn for more blood spilling shoot 'em action and Soviet Strike isn't enough to quench you irrepressible thirst, then Black Dawn could be right up your street. Or is that mixing metaphors?

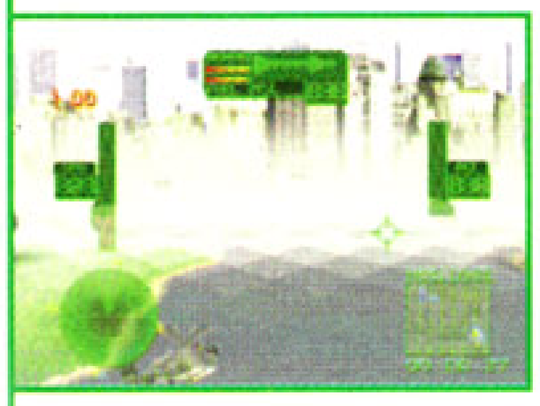
BY	VIRGIN
PRICE	£TBA
STYLE	SHOOT 'EM UP
RELEASE	TBA



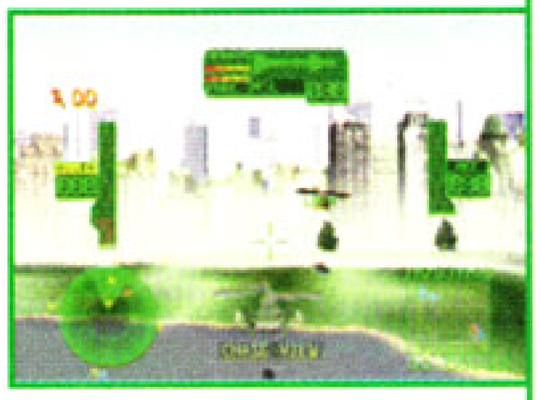


A VIEW TO A KILL

Six different views are available for you to choose from in Black Dawn, some of which are completely useless and others which aren't. The three different cockpit views appear to be there purely for cosmetic reasons, as your field of vision is badly obstructed by the helicopter and as a result is largely unplayable. The isometric perspective again is pretty useless but it gives you a good view of the whole helicopter which looks pretty cool. The only two that are really worth playing with is the chase view which gives the game a Soviet Strike kind of look, and the tip of the nose view which presents you with an unobstructed field of vision.



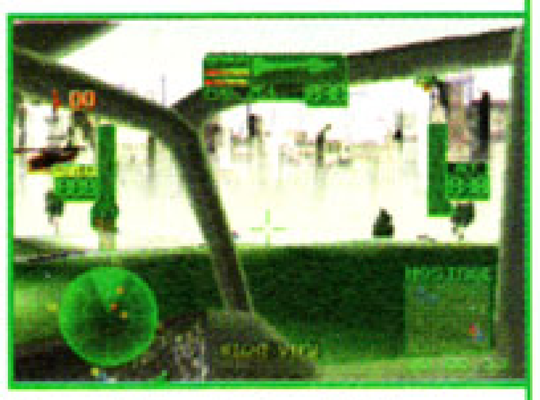
The isometric perspective in its full glory.



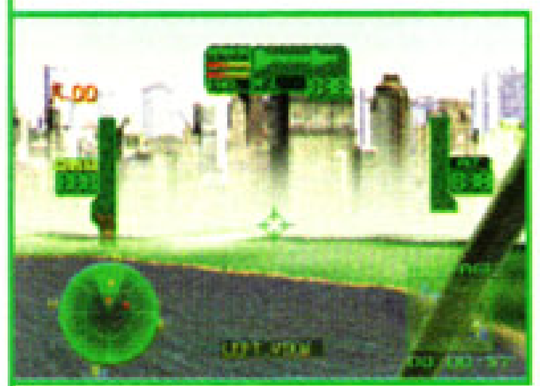
The Soviet Strike-style chase perspective.



The tip of the nose view-point is by far the best.



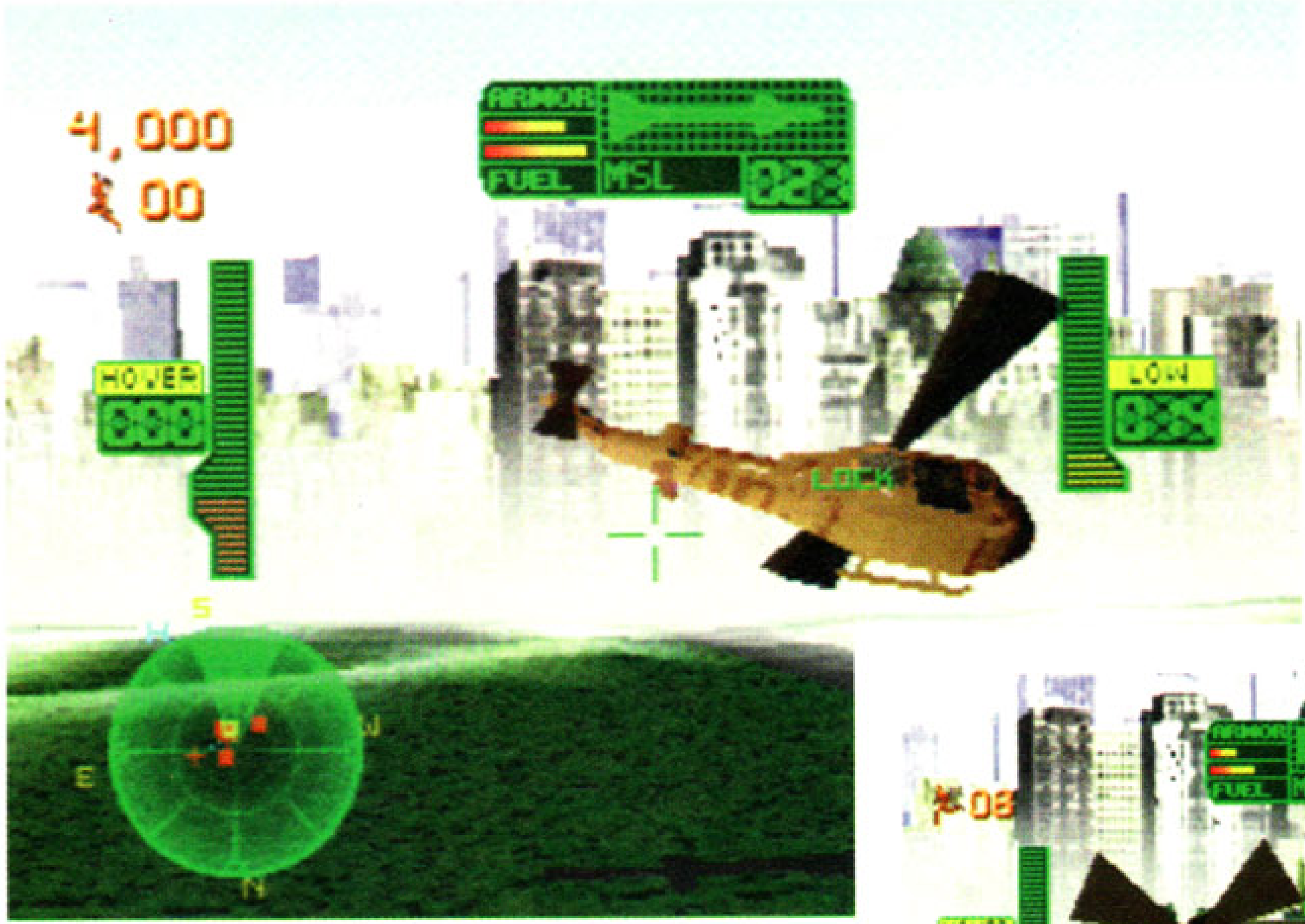
One of the obstructed cockpit views.



Hmm... Another cockpit view. Interesting.



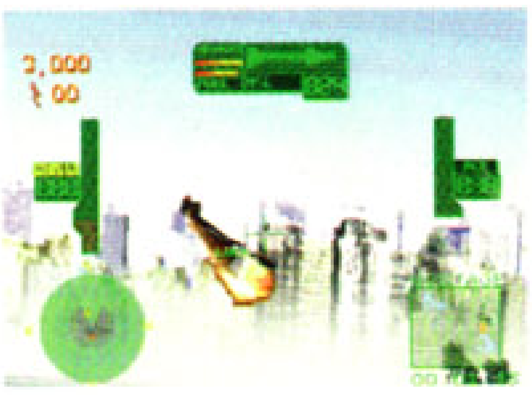
The third cockpit view and a nice police car too.



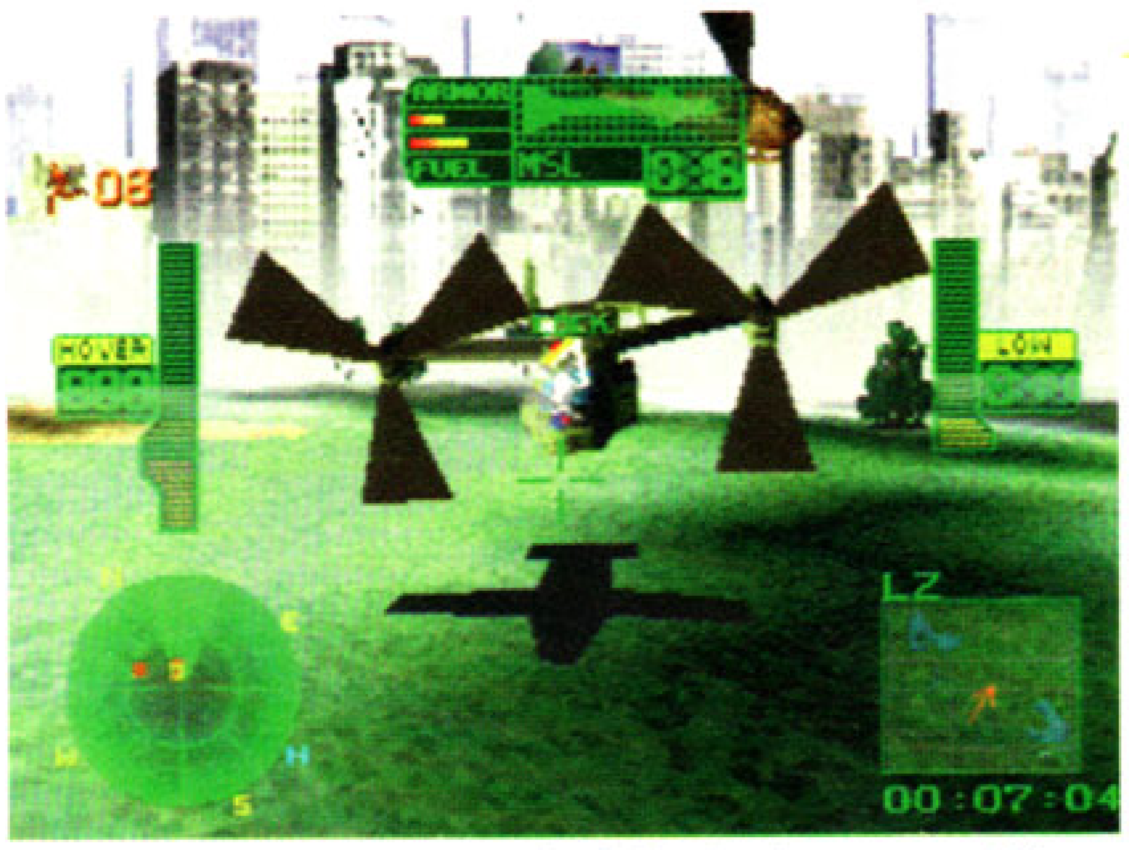
Effective use of the radar is the key to success. You'll see.

Games programmers are a predictable bunch. The word "innovation" is one that appears to elude their vocabulary. Just flick through this month's pages and you'll find no less than nine different shoot 'em ups featured throughout in various stages of development. As a result, this month I have completely exhausted my thesaurus of varying ways of phrasing the sentence "shoot the enemy". It doesn't let up there either, as the latest title for review this month is Black Dawn, a shoot 'em up no less from the makers of the hit PlayStation title Agile Warrior. So forgive me if some parts of this review appear somewhat familiar.

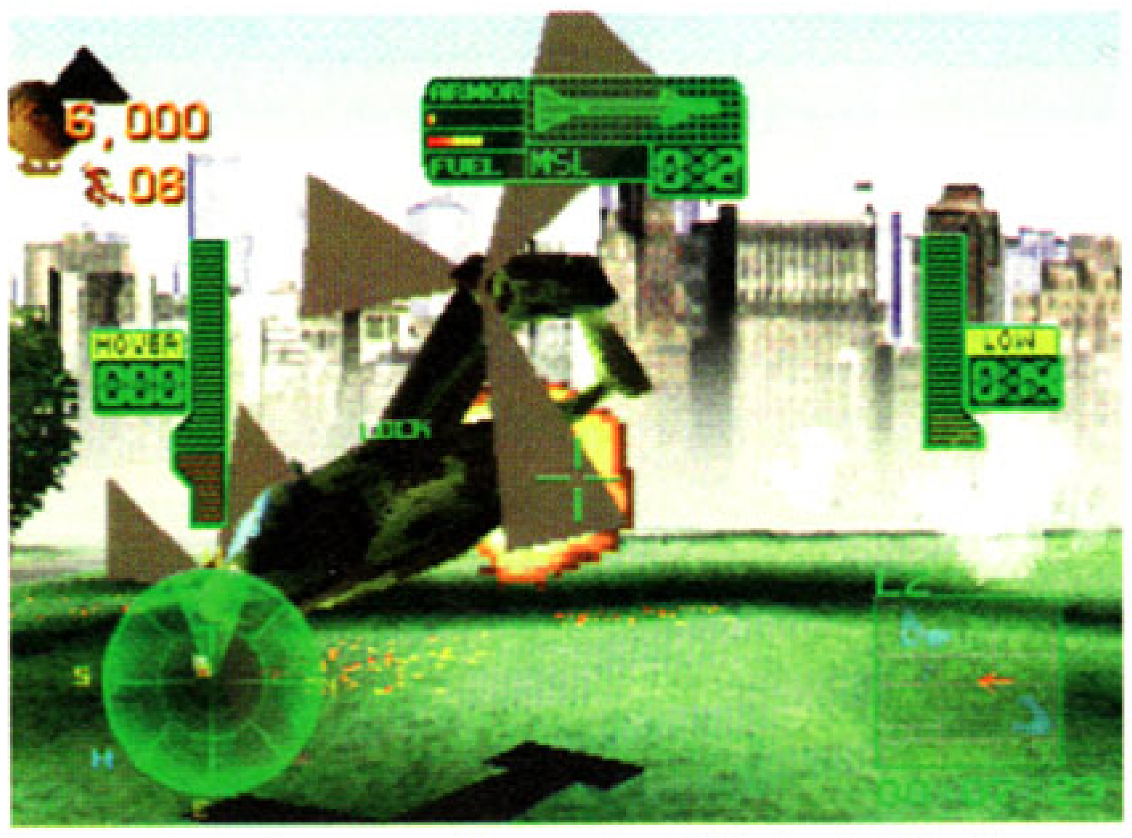
Black Dawn is the latest helicopter shoot 'em up to revolve around a loose mission structure whereby rescuing hostages and destroying enemy targets is the order of the day. A gang of Middle Eastern terrorists are the cause of your annoyance on this occasion, so it is up to you to take to the skies in your AH-69 Avenger and put an end to their mischievous misdemeanours. This takes place in eight different locations around the globe starting off in New York's Central Park where terrorists have hijacked military equipment and taken several hostages in the process. Obviously the hostages take priority and it is your task to rescue them before moving on to destroy the stolen artillery. Storming straight in there in gung-ho fashion firing off your rockets however, gets you blasted out of the sky, so is best avoided. A more strategic approach is necessary if you are to progress through the game, by way of the radar in the bottom right hand corner of the screen. Using this to identify targets reaps dividends, allowing you to pick off the enemy targets one by one, as opposed to flying straight into the middle of a dogfight. To achieve this you are armed with a range of weapons which are capable of wreaking havoc upon the enemy. Besides the standard chaingun you are armed with rockets, missiles, napalm and also tactical nuclear weapons for some of the more difficult missions. As is the norm, collecting extra ammo,







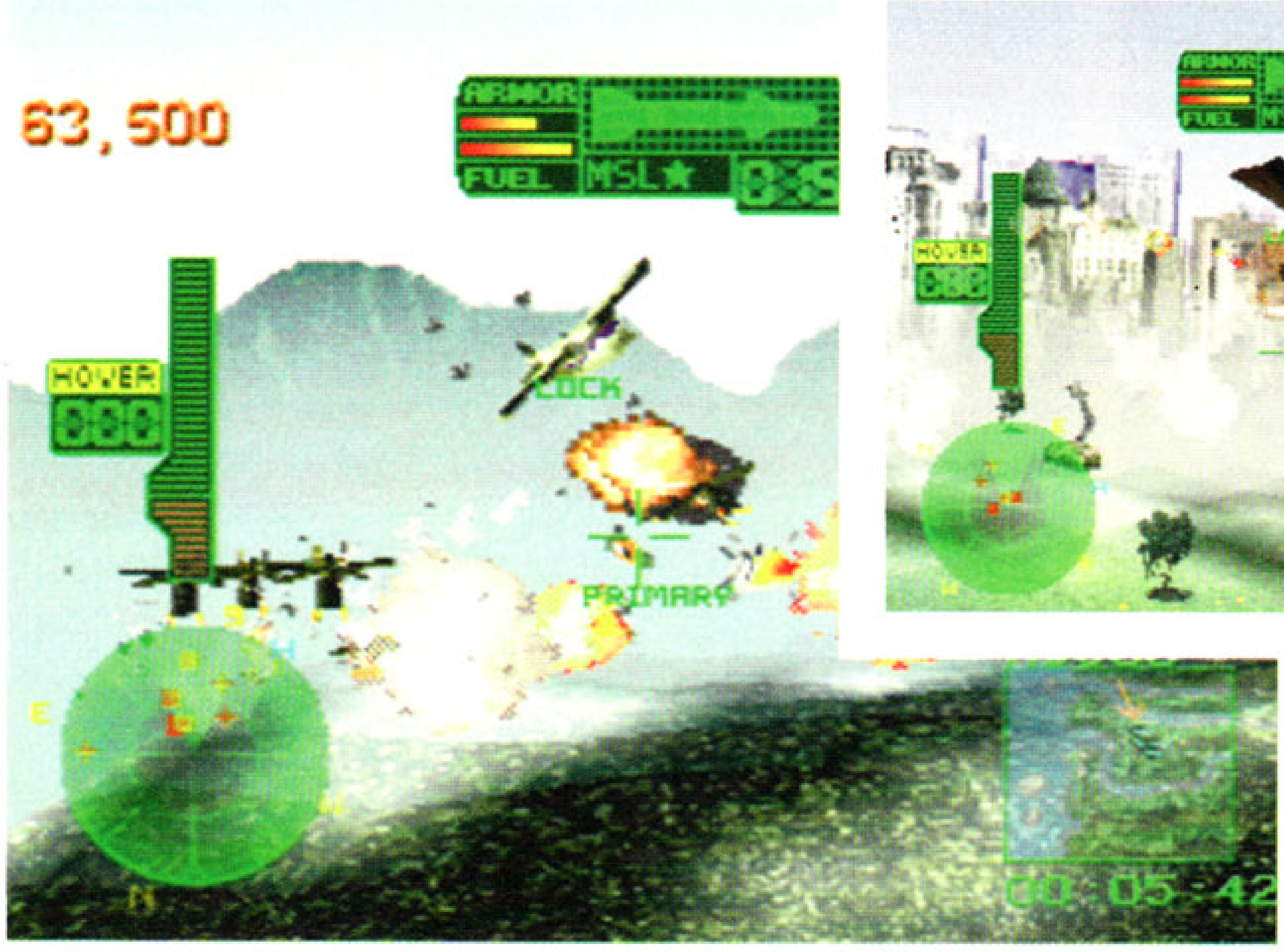
Playing chicken with an aircraft of this size is not a good idea. It could all end in tears.



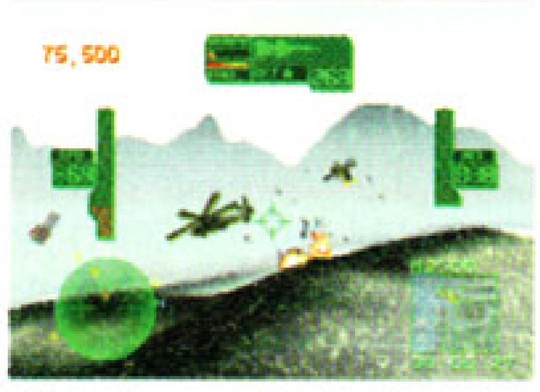
Get caught in those propellors and you'll be hacked to pieces.



Effective use of the radar is the key to success in Black Dawn.





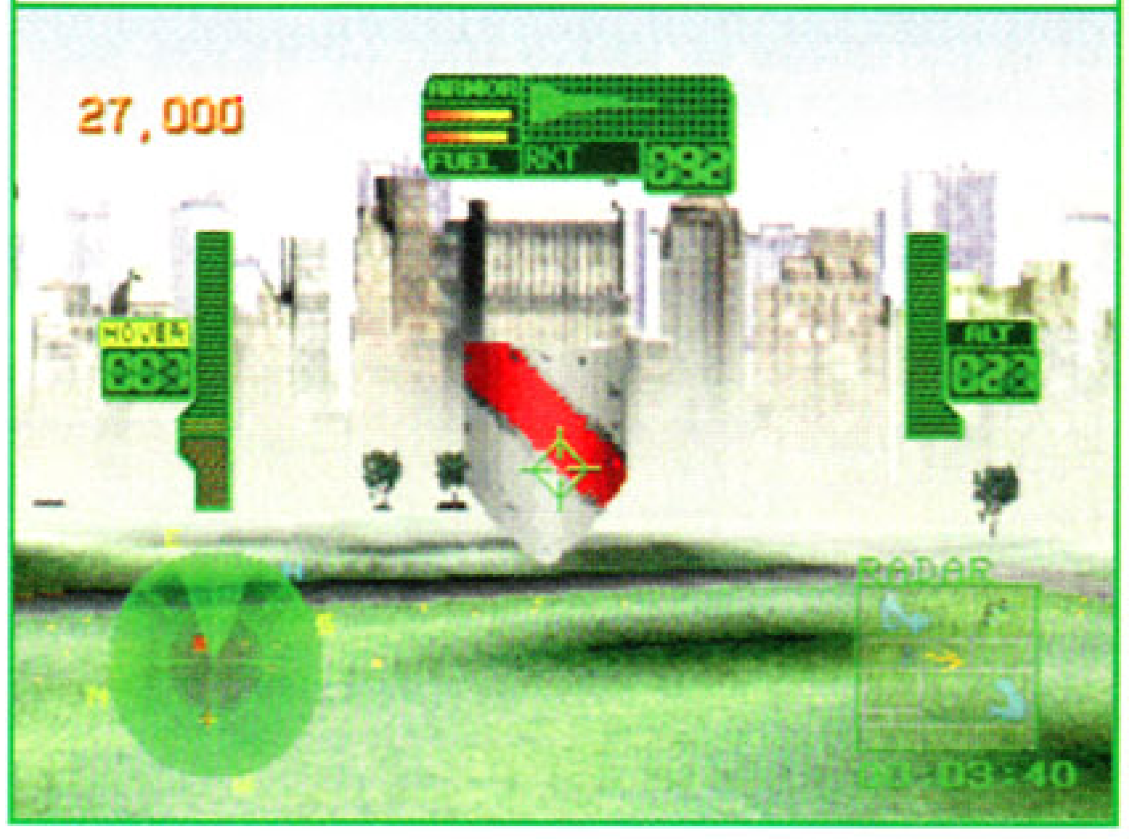


Even the explosions look good, which isn't a compliment often levelled at Saturn games.

Helicopters on the horizon.

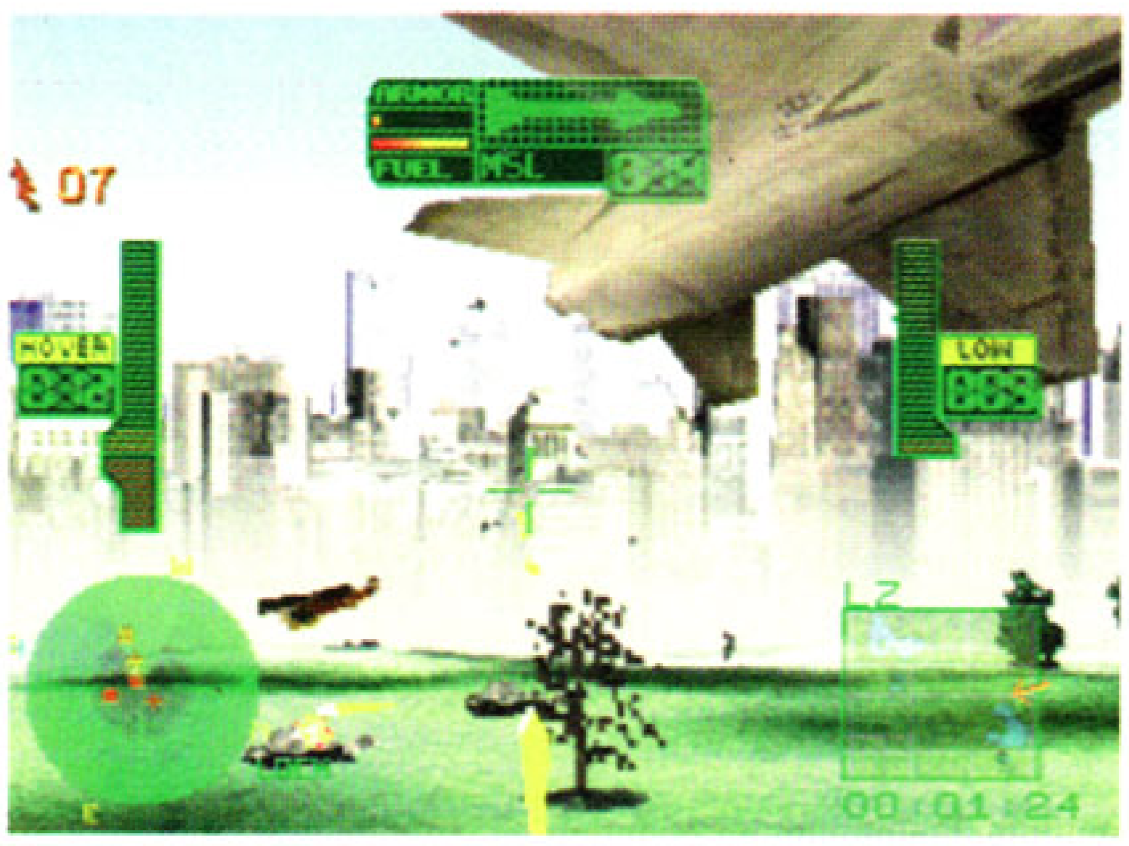
MORE POWER TO THEM!

Like most shoot 'em ups, Black Dawn has a range of power-ups to collect which are essential for progression through the eight different missions. These are located at the wreckage of aircraft that have been blown out of the sky.





A single enemy helicopter shouldn't cause too many problems.



The enemy fighter planes are graphically very impressive.



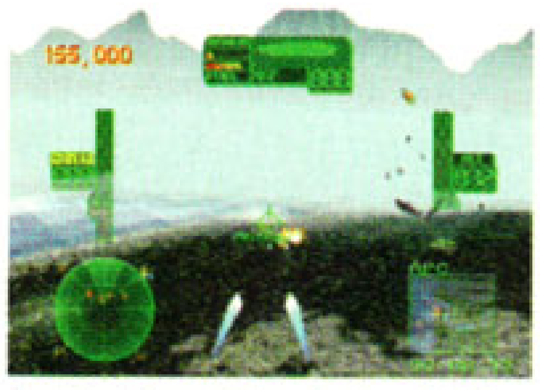
If ever there were a time to drop your fudge it would be now, as the enemy are out in full force leaving you heavily out numbered. A veritable dog-fight frenzy ensues as you attempt to blast your primary targets out of the sky. Failure in doing so will almost certainly result in an untimely demise.

Storming straight in there in gung-ho fashion firing off your rockets gets you blasted out of the sky, so is best avoided then.

fuel and armour becomes an essential part of the game. These are left behind by destroyed targets for you to collect before they disappear.

However this is by no means an easy task as your helicopter is initially very difficult to control, utilising every last button on the Saturn pad and also combinations of buttons. But as with most games, mastering the controls is half the fun and after playing for only a short while you begin to get the hang of the more basic control methods. Until then most of your time is spent crash landing, reversing instead of going forward and crashing into trees whilst practising low flying techniques.

But the question you all want answering is whether Black Dawn can topple Core's Thunderhawk 2: Firestorm. Well graphically Black Dawn surpasses the Core game, showing some very impressive 3D in the enemy aircraft and with minimal pop-up. This is due to the clever clip-masking technique used by the US developers whereby any ugly clipping is hidden behind the mist effect. Obviously this limits your field of vision somewhat, but then if it had pop-up you'd only complain wouldn't you? Six different views have been incorporated into the game



Better than Thunderhawk 2?



Pull up! We're gonna crash!



putting it one up on Thunderhawk 2, both inside and out of the helicopter. The explosions are pretty good too with some nice accompanying sound effects which are generally of a high standard. That is with the exception of an irritating alarm which alerts you of your low armour status. In the gameplay stakes, Black Dawn is a fun game to play after the initial struggle with the controls, with the missions being as varied as they could be for a shoot 'em up. It is not an easy game to complete and with three difficulty settings it caters for old pros and novices alike.

Is Black Dawn better than Thunderhawk 2? Probably. It's a challenging strategic shoot 'em up which obviously won't be everyone's cup of tea, but is a worthy addition to your collection nevertheless.

LEE NUTTER



Initially the controls are quite difficult to get to grips with as they use every button on the joypad, but in time you'll learn.

A top 3D shoot 'em up that's initially difficult to get to grips with, but ultimately is a very fine game indeed.

graphics	88
sound	80
playability	87
lastability	86
overall	85%

REVIEW

TORICO

Well, well, well. Three holes in the ground. There's a well in Torico, and it's quite important. There are other things of varying degrees of importance in Torico too. Confused yet? You will be...

BY	SEGA
PRICE	£39.99
STYLE	ADVENTURE
RELEASE	MARCH 1997



The guy in the white coat is Dr Morse. He's a grumpy sod.



The history of the world has been shaped by people with imposing names; Caesar, Genghis Khan, Richard Leadbetter, Napoleon, all monickers worthy of respect. So when a stranger arrives in a quiet town and announces, with all seriousness, "The name that they call me is...Fred"; you can be pretty much assured that a pivotal global event will miraculously fail to happen. But world events are currently the least of Fred's worries. When he wakes up in Misty Town jail with only a decidedly mad, and bald, butterfly collector for company, concepts like 'escape' and 'fast' come easily to his simple mind. So it is to his surprise that the incarcerated entomologist has the key to their cell. Without so much as a by your leave, Fred legs it, and ends up in the narrow alleyways of Misty Town, wondering just what the hell is going on.

And wondering what the hell is going on seems to be something of a theme for the rest of the pre-rendered extravaganza that is Torico. Initially players are limited to walking about the streets of the town, and all doors appear to be locked. Sooner or later you'll happen across the town gate, at which point a



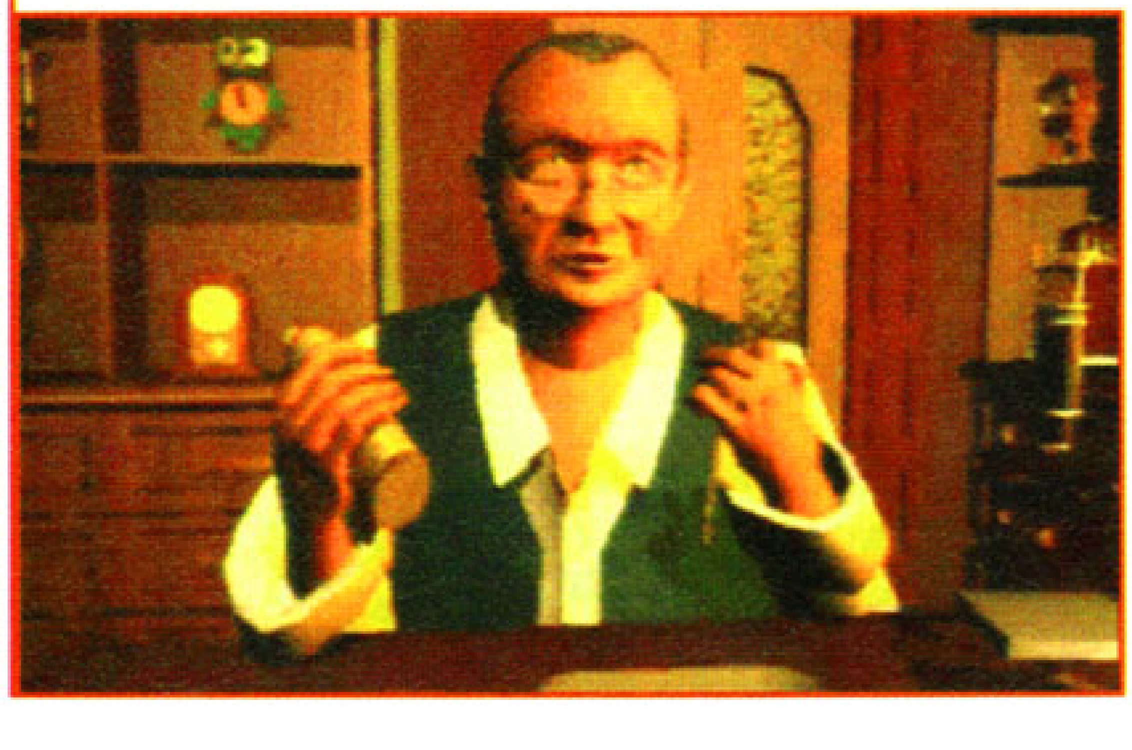


sinister Quentin Tarantino lookalike approaches and proceeds to give Fred a good kicking. When he regains consciousness, Fred finds himself in the house of Lord Gordon, the enigmatic, and quite mad, ruler of the town. He takes particular interest in the tattoo emblazoned across Fred's head. This tattoo, it appears, is the mark of someone who has made the trip to a place called the City of Moons, and returned in one piece. Making this journey is enough to give you eternal life, something Gordon is extremely interested in, but unfortunately Fred has lost his memory and so can't remember the way. It would, then, be a good idea to try and locate the City before Lord Gordon loses his rag.

It looks great, but then of course a pre-rendered game like this with poor visuals would be inexcusable, not to mention pointless...

WHITE TOWN

The first half of Torico is set in the whimsically named Misty Town, a peculiar settlement apparently ruled over by the enigmatic Lord Gordon. Resembling the village from The Prisoner (ie. narrow alleys, lots of Italianate architecture and no obvious way out), Misty Town is home to an interesting collection of people, including a barking mad clock maker, a nutso butterfly collector and assorted other folk possessing varying degrees of insanity. All of these people have something to contribute to Fred's quest, but some are more hostile than others.





You start off banged up in Misty Town jail with only a mad butterfly collector for company. He has the key to the cell though.





The rendered graphics are most impressive throughout.





(ABOVE) The handy item select screen. (LEFT) The clock maker. Also quite mad.









(ABOVE LEFT) Jade is Gordon's henchman and Tarantino clone.



(ABOVE) An abandoned bar always makes for a lousy caption, as demonstrated here.

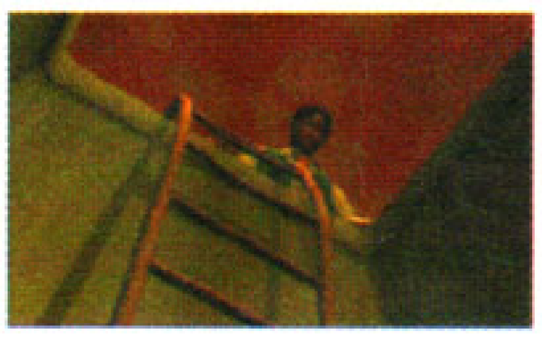




A badly focused rope barrier lies ahead. Could prove tricky.







So where does that the leave the player? After this introduction to the nastier side of Misty Town, you'll find that other locations mysteriously begin to appear. Go to the cemetery and Fred sees a grave with no flowers on. Return to the previously locked flower shop and you'll be able to get into it. The puzzles continue in this relatively untaxing manner; give an item to someone and they are likely to give you another item which someone else will accept and so on and so forth. The only tricky part is then working out exactly who wants what. But on occasion, the puzzles do get frustratingly obtuse. For example, you need flour to mark the way to the City of Moons. Flour can be had from the windmill, but is only produced when it is windy. It only becomes windy after you talk to the butterfly guy and he mentions the wind. Another example, just to prove the point, is where you encounter a rusty door. You already have some oil to lubricate the door, but it doesn't work until the clock maker happens to mention that the oil is good on rust. This unbalanced combination of puzzle styles means that players spend an hour stuck on something, then suddenly charge through three situations in five minutes.



But then you weren't expecting fast, involving gameplay from a pre-rendered adventure, were you? The shallow gameplay is compensated for by the quality of the graphics, which, apart from some iffy encoding, are smooth and well detailed. This isn't surprising, as everything is just spooled off the CD, but the attention to detail is commendable and makes Torico the best looking game of its type on the Saturn. The characters are also detailed, but have that unmistakable blemish-free rendered look to them. They also have really long legs and so walk in an extremely unconvincing way. No expense spared on the motion capture for this game then.

So is Torico the game that breaks the pre-rendered genre out of the 'all graphics, no gameplay' cliche? No, of course it isn't, because 'interactive movies' will never be as exciting or playable as something generated in real time. It looks great, but then a pre-rendered game with poor visuals would be inexcusable, and the sound is reasonable, although the speech is stilted, as if the translator's first language wasn't English. As usual though, interaction is limited, and the nature of the puzzles mean that you are as likely to be frustrated as you are bored. If you really must have an FMV adventure, wait for Enemy Zero, as that looks cool, sounds great and contains real-time sections that inject some excitement into the formula. Excitement is sadly lacking in Torico, and the whole thing causes you to question the motives for creating a game like this. It's a linear story, so it might as well just be a film.







This Gothic pile is Lord Gordon's palace. Gordon is nutter too.

STEPHEN FULLJAMES

MEMORY MANAGER

Our Fred is blessed with what can only be described as a Full Motion Video Memory (as opposed to a Photographic one). Through a simple press of the Z button, players can recall any of Fred's previous conversations with the villagers. This is handy for picking up any subtle clues you may have missed, of which there may be quite a few. Quite how he can remember such lengthy video sequences with a standard human brain podule is beyond us.



A well rendered adventure that's simply too lacking in substance or longevity to be considered worthwhile. Wait for Enemy Zero, which promises to be excellent.

graphics	88
sound	74
playability	68
lastability	55
overall	66%

SEGA SATURN™ tips

Well we've moved to the London Docklands, and how lovely it is too. Being that we are in a higher state of mind owing to the glorious environs, our tips pages have now doubled, showing that we really do love you. If you wish to share your love with us, then send it in to: Sega Tips, SEGA SATURN MAGAZINE, 37-39 Millharbour, Isle of Dogs, London, E14 9TZ. In the meantime, enjoy these incredible cheats including the sheep code on Manx TT plus some decent Exhumed tips that make the final boss a mockery of its true self!

MANX TT SUPERBIKE

Well here's a good way to take all the skill out of one of the Saturn's best road racers. These cheats give you all of the goodies you'd get if you first completed Challenge mode and then the SuperBike mode.

Dolly the Sheep Code
The bikers exchange their motorised steeds for sheep with this bizarre code! On the transmission select screen, input the following code: **Up, Up, Down, Down, Left, Right, Z, Y.** You should hear a sheep bleating indicating that the code is active!

SuperBike Action
The code to get all the SuperBikes right from the beginning is as follows. On the Race Option screen (where you choose Arcade mode, Saturn mode and what-have-you), press the left and right shoulder buttons along with **X, Y and Z.** The SuperBikes should now be yours.



The Sega bike is the best of the bunch, sorry Dolly! Baah.....





At top speed, you'll really start to sheep your pants!!

BUST-A-MOVE 2

This cheat gives you Bubble Bobble backgrounds. Press, **X, Left, Right, X** at the title screen, you'll know if it's worked when a little guy appears in the bottom right corne. You'll play on Bubble-Bobble-esque backgrounds.



Some top bubble action.





SOVIET STRIKE

So my komrades, I see you are stuck on our mighty Soviet Strike. So I will give you the secret access kodes:
Crimea - KRAZHA
Black Sea - VERBLUD
Caspian - YADRO
Dracula - PERIWOROT



Using these codes, you'll be able to kick some Ruskie ass and nick their Vodka at the same time... ha, ha!

COMMAND AND CONQUER

If your enemy is constantly sending units to attack your base, build a sand bag wall FULLY SURROUNDING their base. The enemy will not progress further than the wall, and therefore they can't attack you or get tiberium! But don't put your units too close to the wall... otherwise the computer will attack. Build up your forces for one mass attack to destroy your enemy.

Enter these by pausing the game first:

Nuclear Bomb Code
A, B, C, LEFT, DOWN, RIGHT, UP, LEFT, DOWN, RIGHT, UP, A

Ion Cannon Code
A, B, C, LEFT, DOWN, RIGHT, UP, LEFT, DOWN, RIGHT, UP, B

Air Strike Code
A, B, C, LEFT, DOWN, RIGHT, UP, LEFT, DOWN, RIGHT, UP, C







DIE HARD TRILOGY

On the second wave of Die Harder throw a grenade just as you start to see people firing at you. If done correctly "M16" should flash across the screen. Now you have the M16 as a default weapon! Other tips follow:

Friendly Fire
When starting a new game shoot the first two moving police cars. "Major Disaster" should flash across the screen. Now the Policemen should be firing at you for a short time.

The BIG Code
While loading enter **C, A, B, B, Y, C, A, B, B, Y (CABBY-CABBY)** on the Die Hard legal rights screen. You should see a white flash indicating that the cheat has worked. Now start any game and press pause, you'll now see that a cheat menu has appeared. Enabling you to skip to any level and to become invincible. Hmm, that's better than a hand shandy.





For those of you who are crap at games, this cheat is the one for you. Hope you like it..

VIRTUA COP 2

Plug the Virtua gun in the one-player port and have two-player use control pad at the title screen input **Up, Down, Up, Down, A, X, B, Y, C, Z.** You can get all of the options include big head mode, free play and gun select. And a new gun you can select is available, called Special which has unlimited bullets.

Random mode
Plug a joypad in port 2 and go to the option plus menu. **Highlight EXIT. Hold down** and press **START.** Highlight **ARCADE** and press **START** while still holding **R.** Choose a level. Now all the enemies will appear at random! It's like playing the game for the first time!





ULTIMATE MORTAL KOMBAT 3

The interest in this game continues, so we've decided to reprint these codes for those of you gagging for more hardcore UMK3 action! After losing and choosing not to continue, change the icons in the corresponding boxes the number of times in each code to get that character.

Mileena: 7, 0, 0, 7, 2, 3
Classic Sub-Zero: 7, 6, 0, 5, 2, 0
Ermac: 9, 6, 4, 2, 4, 0

Play as Human Smoke
After selecting the robot smoke, **hold LEFT, HP, BLOCK, HK, and RUN.** For Player Two, use **RIGHT** instead of **LEFT.**





Cheats Menu
When you hear 'Prepare for Kombat,' press **C, R, A, Z, Y, C, Y, R, A, X.** Then, at the Main Menu screen, press **UP** for "Cheats."

Free Play
When you see the words **"There is No Knowledge That is Not Power,"** press **UP, UP, RIGHT, RIGHT, LEFT, LEFT, DOWN, DOWN.** If done correctly, you should hear **"Excellent."**





CHRISTMAS NiGHTS

The following dates will have different effects on Christmas NiGHTS. Change your Saturn's clock to the following dates to check out these interesting effects!

December 25th - Christmas Nights
December 29, 1997 - Spring Valley Winter
December 31, 2099 - Purple Snow
January 1st - New Years Nights
April 1st - April Fool's Day. (Play as Reala)
October 31, 1997 - Original Spring Valley

Special Times
The following times of day will affect what is falling from the sky:
9:00 am - Crescent Moons
12:00 pm - Purple Confetti
3:00 pm - Candy
6:00 pm - Stars
12:00 am - Hearts

Bonus
Put your Christmas NiGHTS CD into a PC CD-ROM drive to find some nifty hidden images.





Bah, bloody humbug, I'm fed up with NiGHTS. Who needs a Christmas one anyway? It's bloomin' spring for gawd's sake!



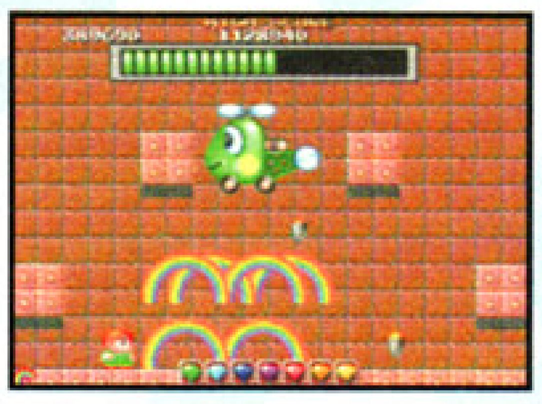
We hope you're still trying to get those huge links?





BUBBLE BOBBLE + RAINBOW ISLANDS

Here's a handy little level skip for these two great games. On the title screen press, **Down, Up, Down, Up, Right, Down, Left, Down, Up, Down and Jump.** This will activate a Level Skip mode.




SHINNING WISDOM

Level select / Secret item

We are still receiving calls about this awesome RPG so I though a couple of cheats would be quite handy to grace these pages this month. To start with this first cheat will warp you to any level in the game, quite handy if you're completely stuck, eh? To go to any level in Shining Wisdom, pause the game and press **A, B, A, B, C.** The level you are at will appear in the bottom left corner. Scroll to the right or left and choose which level you want to play by pressing **START.**

Secret Item

This next tip will give you a handy secret item, I am sure you lot will find it interesting. Make sure you have the Toydona USA car item, then take it to your grandparent's house. Equip the car, then talk to your grandfather. He will take you to a secret race track, and if you can beat the time of two minutes for three laps, you will be awarded the Dinky Orb.




Shining Wisdom, it's bloody hard but these cheats should come in very handy indeed.



GRID RUNNER

CAR CHEAT

Here's a great new cheat for all you Grid Runners out there. The two player mode to the game may be a little hard at times but try this: Go to Restore Game and enter the password **(A, Y, Right, X, Right, Up, Down, Y, Right, Down).** Now go to 2-player mode and select either Grid Racer world 1,2, or 3. You'll have a two car race match similar to Rock & Roll Racing! The spells still work and each lap around the track counts as a "flag". 10 laps wins the race.

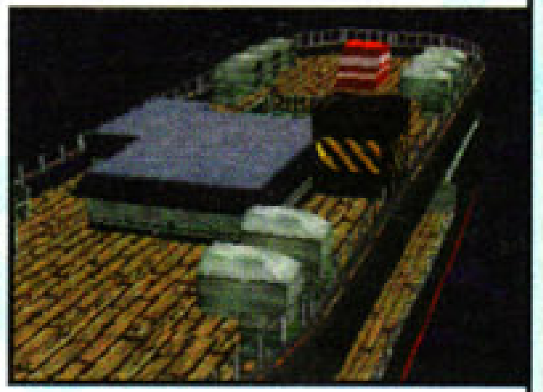


DARK SAVIOR

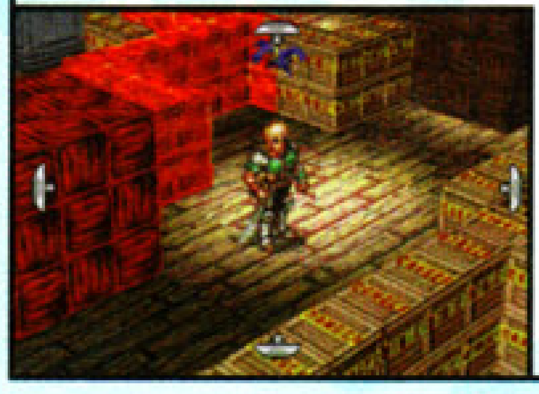
To get 4,294,967,293 Bounty Hunter Points first go to Death Valley where the green spiked balls are flying over the platform. Be sure to have between 70 and 90 points but not 80 or the tactic will not work. Be sure to save your game in case you don't do this right the first time!

Next, hit yourself against the green balls until you have 5 HP and do not fall in the water. Next stand by the edge and let one of the green balls knock you into the water. When Jack helps you out you will have 0HP but you will still be alive. Ask jack twice to refill your life and you will have between 10 and 30 HP. Go back to the green balls again and it will drop your life down to 75 from 80. Then refill your life again (do not use the meat).

If you had 10-19 then when you go back to the menu there will be all of your new BH points! If you had 21-30 then just get hit again and refill then all the points will work! Go ahead and fill up to have a maximum of 200HP instead of 80! If you find out it didn't work, go to another fight, earn more points and repeat the steps, but it usually works the first time!

Bounty Hunter points ahoy here. Dark Saviour. worra lad.


HARDCORE 4X4

Thank you Louise Blackwood for sending the nice card and tip. To enable the 'Mother Car' you must finish at least 3rd in championship mode. A hard task, but it'll be worth it.

For the rest of these cheats, start the game as usual then pause it and enter the following codes.

Tank Mode
A, B, Right, A, C, A, Down, A, B, Right, A (ABRACADABRA)

Infinite Turbo
C, Right, A, Z, Y, C, A, Right (CRAZY CAR)

TV Camera View
Right, A, Left, Left, Y, Down, Up, Left, Left (RALLY DULL)

Skip to Last Lap
(Must be in first place for cheat to work)
Left, Left, Left, A, A, A, Left, Left, Left, A, A, A






Ah, the great outdoors. Hills, trees and monster trucks!

EXHUMED

A tip here guaranteed to work (as our lovely editor Rich devised it). It's only really useful at the latter stages of the game when you're collecting Team Dolls or facing the final boss.

Basically, every time you enter a level you should first visit the Set Arena. There is a full life and full weapons power recharge icon found at the beginning. Collect them and then head back to the camel (you'll need to use the bomb boost technique to perform a high jump). Now you're ready to enter the level you want with all the power you can get. This is particularly useful when tracking down the team dolls when full power bombs and the Cobra Staff are essential.

Defeat the end-boss the easy way

The last boss is probably the easiest to defeat if you use my cunning technique. Use the full energy trick mentioned above and head to the Kilmaat Haunt. When you're there drop off your artifacts as usual and go through the rooms until you get to the arena with the boss. Instead of jumping out and confronting the boss, stay in the alcove where you start. Let off nine shots from the Cobra Staff (leave a couple spare). They should circle the beast. Now let rip with the Manacle (your Cobra shots hit when it moves), followed by the Ring of Ra and the flamethrower. A couple of grenades should finish him off. Only his plasma bolts hit you, but he shouldn't fire enough to seriously hurt you.



Thanks Rich, but next time stay off my turf, alright? Phil

AFTERBURNER 2

ARCADE MODE

Afterburner, what a cool game, and what an excellent cheat this is as well. These cheats operate the same as in Outrun code, if you hit **A+C+Start** on the second controller during the Sega logo after the "Now Loading Afterburner" screen, you will be in "arcade mode" where you have to use the 1P L button to insert coins, there are no options, and you get the arcade continue screen when you lose your last life. You should hear the "Get Ready" from the start of the game if you enter the code correctly.





SONIC 3D BLAST

The main master code as promised. On the title screen enter the code **CRAZYBUDDY.** That's **C, Right shoulder button, A, Z, Y, B, Up, Down, Down, Y.** Now during the game press start to pause. Pressing either **A, B** or **C** enables you to skip the level, skip the entire act or go straight to the final boss. Good, eh? Well the downer is that there's no way to get the Chaos Emeralds apart from completing it properly.





Sonic Boom, Sonic Boom! Save the planet from disaster!

SIM CITY 2000

Another older game, but a worthwhile cheat nonetheless. Build a marina in your city, and legalise gambling. After a while, a boat will come out from the marina. Move your cursor on top of the boat, and press the L button. A slot machine should come up with 1/2 chances, costing $10 per play.



AMOK

HIDDEN LEVEL

Here a little tip for finding a hidden level on this furious blast-'em-up. After you finish your three objectives in mission 1 phase 2 head south to a dead end canyon there's an alternate exit to a hidden underwater level. Don't forget the nose plugs!



Q&A TIPS CENTRE

We have recieved so many letters from people stuck on games that we've decided to open up a gameing help centre. This column is for you the reader to send in any queries you have on games, or to ask for any cheats that you need. No matter how big or small your problem is, we are here to help. Just don't send in any personal hygiene questions, as Dave our beloved Art Editor, can't even manage to keep the stench of his feet contained within his trainers. Send your queries to: Saturn Magazine Help Centre, 37-39 Millharbour, Isle Of Dogs, London, E14 9TZ.

EXHUMED

Mark Saker in Surrey has been stuck on Exhumed for ages now which has apparently led to many a sleepless night. After a little help from his friends, he'll now be able to sleep peacefully again. Saturn Mag's resident Exhumed boffin writes:

"Once you've dropped the first pillar, go back up to the walkway over the water. From here you can jump on to a pillar, then do a floating jump over where the tall pillar was to a platform on the other side. From here you can now reach two more switches, which lower the next two pillars, allowing you to jump across from the walkway over the water to the switch which lowers the final pillar, opening the way to the exit. To get the radio piece on this level you need to get the Wings of Horus. To get to the Magma Fields level from the Mountain Shrine, you need to collect the Sceptre from the Heket Marsh. Hope you sleep easier now."

SEGA WORLDWIDE SOCCER '97

James Bailey in Cardif has been trying to do the overhead flick on SWWS '97 fo weeks now. After writing a pleading letter, his prayers have now been answered. All of the other moves have been listed as well, for your convienence.

Overhead Flick	**Forwards, Back, Forwards+B.**
Shimmy	**Tap twice to either side when your player is dribbling the ball.**
Light chip	**Double tap C button**
Low Shot	**Double tap A button in the penalty area.**
Backheel	**Press Back+B**
One-two pass	**Right Shift+B**
Super Shot	**Tap A (Once)**

FIGHTING VIPERS

Daniel Hulme from Preston, Lancashire "Yelps for help" on Fighting Vipers. He's found the two extra characters, Mahler and Kumachan and wants to know if there are any other cheats. Well there are.

To get BM (the bigger version of Mahler) complete the game on Very Hard difficulty.

To turn the walls off (which makes the game a bit smoother too), go to training mode and perform every move for three or four characters. You should now be able to turn the walls on/off in the options menu.

Fighters Megamix

THE SECRET BATTLERS!

Next month, European Saturn owners can finally appreciate the wonder of the stunning Fighters MegaMix. Chances are you'll collect the secret characters in short order... but that's just the start of your problems! The Training Mode doesn't reveal ANY special moves meaning you have to figure them all out. Unless you have YAS HUNTER's indespensible moves lists!

URA BAHN

When fighting the VF3-powered Akira, Fighting Vipers' Bahn really is at a disadvantage. Despite his prodigious power-counters, Bahn's lack of pace and relatively short moves list really makes him an easy target for the all-powerful Akira. Enter Ura Bahn, a faster, sleeker version of the FV favourite, armed with loads more techniques designed to make him more than a match for Akira (although maybe that's pushing it a bit). Ura Bahn even includes a variation of the much vaunted Stun Palm of Doom! A truly devastating power fighter!





Bahn can combo into an Akira-style Power Uppercut!



Ura Bahn has most of normal Bahn's attacks included too!

REGULAR ATTACKS	METHOD
Knuckle Punch	P
Knee Cap Knuckle Punch	⬇P
Kick	K
Low Kick	⬇K

SPECIAL ATTACKS	METHOD
Super Straight	➡ P
Iron Elbow	⇨P
Fire Fist	⬉P
Elbow Gun	⇦P
Steel Elbow	⇨⇨P
Elbow Combo	⇨⇨P ⇨P
Elbow Iron Mountain	⇨⇨P ⇦⇨P+K
Elbow Cannon	⇨⇨P ⇖⇖P
Elbow Cannon Double Kick	⇨⇨P ⇖⇖PKK
Gut Elbow	⇦⇨P
Dragon Upper	⇨⇩⇖P
Double Dragon Upper	⇨⇩⇖P ⇨⇩⇖P
Ball Breaker	⇦⇩⇗P
Fire Ball Breaker	⇦⇩⇗PP
Wind Ball Breaker	⇦⇩⇗P ⇨⇩⇖P
Roasting Hook	P+K
Iron Mountain a	⇨⇨P
HeadButt	G+P+K
Jingi Geki Toha	⇗⬉P
Lighting Kick	⇨⇨K
Yakuza Kick	⇖K
Back Fist	⇩G+P+K
Ura Bahn Stun Palm	⇩G+P+K ⇦⇖P+K
	⇩⇦ or ⇨P

THROWS	METHOD
Wall Throw	P+G
Kyuho Chochu	P+G (side)
Atomic Drop	P+G (behind)
Tag Hand Wall Crush	P+G (your back to wall)
Grater	P+G (opponent back to wall)
Drop	⇦P+G
Shin Iha	⇗⇨P+G
Super HeadButt	⇦⇨G+P+K
Atomic Drop	P+G ⇦⇦P+G

DOWN ATTACKS (foe down)	METHOD
Special Attack	⇧P
Finisher	⇩P
Double Finisher	⇩⇩PP
Nut Kick	⇩K

NEW THROWS	METHOD
Big Downfall	⇦⇨P+G
Lion holding his Meat (oo-er)	⇖P+G
Big Finish (side, or behind)	P+G





Ura Bahn has a Stun Palm of Doom similar to Akira's (above). However, the first part is activated in a different manner.
(left) Ura Bahn has a number of combinations similar in execution to Akira's Dragon Lance. Here we see Bahn elbowing into an uppercut into an Akira-style double kick. This is one cool combination!

DASH ATTACKS (during dash)	METHOD
Running Straight	P
Running Knee	K
Hop Spin Kick	⇙K
Running Tackle	P+G
Dashing Iron Mountain	P+K
Sliding Kick	⇩K

REAR ATTAKCS	METHOD
Turn Knuckle	P
Double Turn Knuckle	PP
Turn Kick	K
Spin Kick Turn	⇧K
Low Turn Punch	⇩P
Low Spin Kick Turn	⇩K

RENTAHERO



This character is a throwback to an old role-playing game AM2 developed years ago. Well now the main character is back in Fighters MegaMix. Rentahero is in actual fact mild-mannered John Q Public, whose battery-powered suit gives him unimaginable power! The longer the fight, the more battery power the armour uses up. When it's gone (or if the armour is broken) Rentahero is left to fight it out in his civilian identity!

REGULAR ATTACKS	METHOD
Haven Punch	P
Crouching Punch	⇩P
Haven Kick	K
Crouching Kick	⇩K



Rentahero boasts a couple of punch/swipe combination strikes.

SPECIAL ATTACKS	METHOD
Pipi Punch	PP
Pipi Upper	PPP
Pipi Upper Thunder	PPP ⇩⬁⇨P
Flap Attack	⇨⇩G +P +K
Flap Punch	⇨⇩G +P +KP
Elbow	⇨P
Flash Elbow Force	⇨PP
Sonic Elbow Cutter	⇨PPP
Galactica Elbow Cannon	⇨PP⇩⇨P
Galatica Elbow Cannon Combo	⇨PP⇩⇨P ⇩⬁⇨P
Energy Upper	⇩⇨P
Energy Upper Thunder	⇩⇨P ⇩⬁⇨P
Dragon Thunder	⇩⬁⇨P
Spin Kick	K +G
PK Combo	PK
Combo Daijyo	PPK
Side Kick	⬁K
Switching Side Kick	⬁KK
Combo Majindas	⬁K⇨K
Leaping Knee	⇨K
Heel Drop	G⇧⇩K
Heel Drop Thunder	G⇧⇩K ⇩⬁⇨P
Defensive Kick	⇦K
Combo Nondel	PP⇩K
Combo Nondel Thunder	PP⇩K ⇩⬁⇨P
Crouching Kick Thunder	⇩K⇩⬁⇨P
Crouching Spin Kick	⇩K +G

REAR ATTACKS (back to opponent)	METHOD
Turning Punch	P
Turning Pi Pi Punch	PP
Turning PK Combo	PK
Turning Low PK Combo	P⇩K
Turning Low PK Combo Thunder	P⇩K ⇩⬁⇨P
Turning Croucing Punch	⇩P
Turning Haven Kick	K
Turning Spin Kick	⇧K
Turning Low Spin Kick	⇧K



Rentahero shares some kick-techniques with Tokio...

DASH ATTACK (during dash)	METHOD
Running Punch	P
Rentahero Low Kick	K
Running Front Jump Toe	⬃K
Running Jump Toe	⇧K
Running Somersault	⬂K
Running Tackle	P +G
Slide Attack	⇩K

DOWN ATTACKS (foe down)	METHOD
Jump-in	⇧P
Soccer Kick	⇩K







A Tokio-style flying kick catches Akira off-guard!





THROWS	METHOD
Wall Throw	P +G
Neck Slashing	P +G (side)
Blast Throw	P +G (behind)
Back Wall Throw	⇦P +G
Astro Throw	⇨⇦P +G
Megala Throw	⇨⇦G +P +K
Back Wall Lash	P +G (foe's back to wall)
Tag Hand Wall Lash	P +G (your back to wall)
Super Leaping Knee	⇨⇦P +G (foe's back-wall)



The fireball style move is the centrepiece of RH's techniques...

ARMOUR REMOVAL	⇨⇦⇨⇦P +K +G

JOHN Q PUBLIC

When Rentahero loses his armour, he becomes John Q Public and has a different moves list... as well as a nice Virtua Fighter or Fighting Vipers T-shirt.

REGULAR ATTACKS	METHOD
Haven Punch	P
Crouching Punch	⇩P
Haven Kick	K
Crouching Kick	⇩K

SPECIAL ATTACKS	METHOD
Spin Kick	K +G

REAR ATTACKS (back to foe)	METHOD
Turning Punch	P
Turning Crouching Punch	⇩P
Turning Haven Kick	K
Turning Crouching Kick	⇩K

DOWN ATTACKS (foe down)	METHOD
Soccer Kick	⇩K



After running out of batteries or losing his armour, Rentahero becomes ordinary old John Q Public. With crap moves.

Die Hard Trilogy PART 2

At last, part two of our Die Hard Trilogy guide has arrived. Last month we rescued the hostages held at the Nakatomi building, and helped Hans Grüber overcome his problem with vertigo. This month Die Harder has been cracked and exploited for all to see. Next month will feature the highly acclaimed Die Hard With A Vengeance.

Houston we have a problem! This month, there is a slight hitch at Dulles International Airport. McClane's wife is stranded on board a plane that is running low on fuel, and at the centre of air traffic control are a bunch of crazy terrorists. It's up to you, armed with a hefty Virtua Gun to sort out the bad guys and save your missus. Die Harder is spread over eight exciting levels, each containing many secret routes/passages and items which we shall tip for you.





WHAT MAKES A GOOD COP?

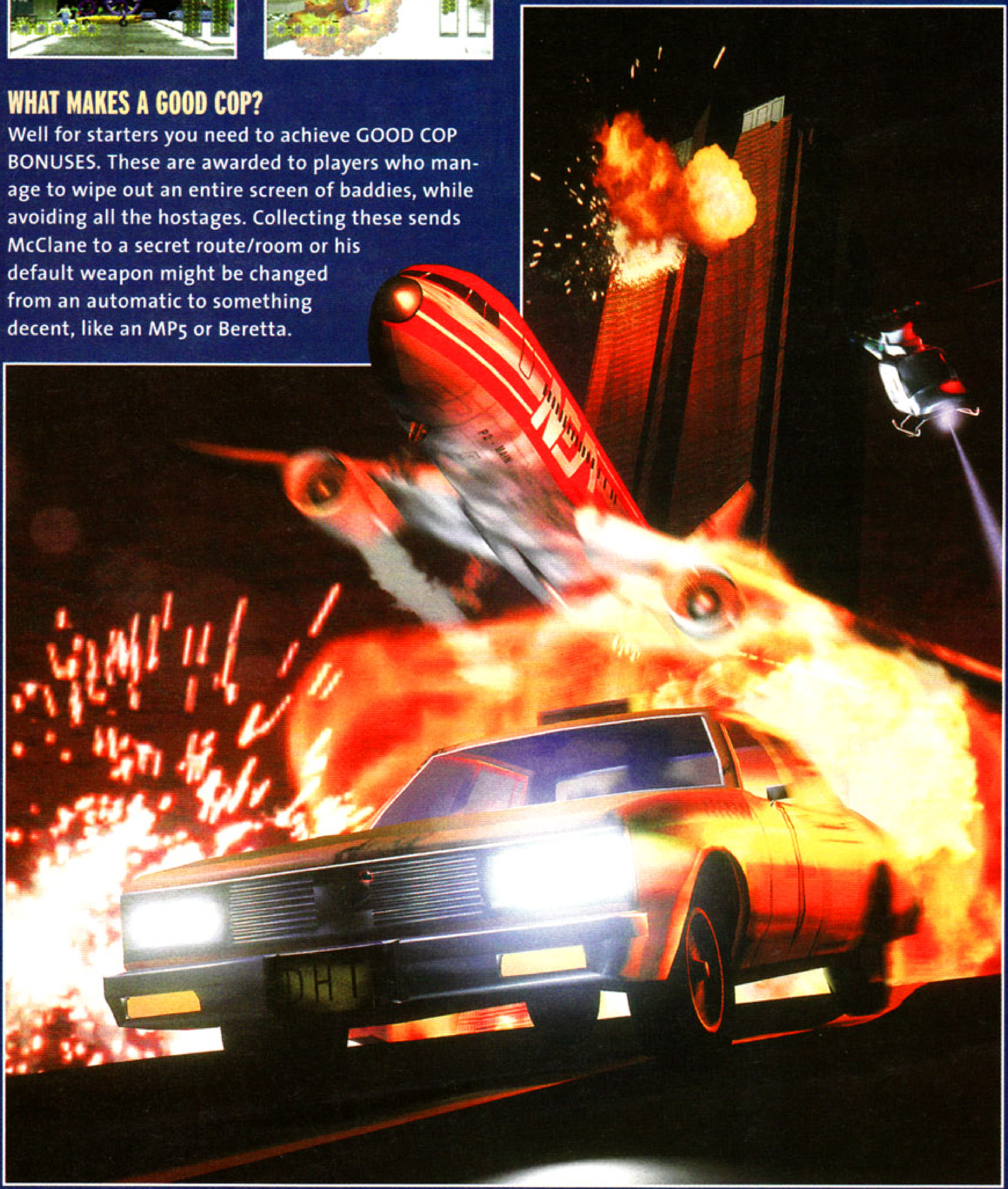
Well for starters you need to achieve GOOD COP BONUSES. These are awarded to players who manage to wipe out an entire screen of baddies, while avoiding all the hostages. Collecting these sends McClane to a secret route/room or his default weapon might be changed from an automatic to something decent, like an MP5 or Beretta.

VIOLENCE NEVER SOLVES ANYTHING!

We all love to take down hordes of enemies with rockets, grenades etc. So when GRATUITOUS VIOLENCE pops up on screen, you have a chance to blow away terrorists who are tied up or can't shoot back. Cool, eh? Sometimes secrets are revealed during these sections, allowing you to blow up crates containing lots of useful pick-ups. Oh, I bloody love it!

GUNNED DOWN LIKE A STINKING PIG!

There are loads of weapons and items to pick up through the levels. Listed below is what you're likely to find while on your travels.





AUTOMATIC PISTOL Your primary weapon, it's not very good so get another gun with a bit more kick.
BERETTA Hmm, we're getting better. This weapon fires twice as much ammo than the pistol and it fires off rounds quite quickly too.
MP5 A machine gun with attitude. When it comes to bullets this spits out quicker than someone with wee in their mouth. A gun for all occasions.
STREYER This is a sort of sniper rifle, you don't find many of these in the game, but if you do things are gonna explode.
AK47 An average machine gun, it's not very powerful but hey, it's better than the pistol.
M16 Much the same as the AK47, you can be sure



Well what can I say, these guys were gunned down like stinking pigs.



that this will end up as your primary weapon in some levels.

SHOTGUN Very slow at reloading but is capable of taking out multiple targets. This is not a very good weapon to have when trying to protect hostages.

EXPLOSIVE SHOTGUN A brilliant gun just for the fun factor alone, but useless if you're hoping to save hostages. Anything that gets in the way of this baby is gonna end up like toast.

GRENADE Throw these and watch the body parts fly. Use these for jeeps, bosses and groups of terrorists.

ROCKETS Much the same as grenades, but the rockets can travel much further. Good for hitting targets at a distance.

SHIELD (600) Collect a shield pick-up and a timer quickly counts down from 600. Once the counter reaches zero, you're on yer own kid.

TRACER These little beauties enable you to see where your bullets are going, tracers show you how good or bad a shot you really are.







Below – Hit the terrorist holding the rocket launcher, and he'll shoot his mate. What a git!









Look out for the piles of baggage at the start of the game. Shoot them to skip a part of the level.

LEVEL ONE: DULLES INTERNATIONAL AIRPORT

Weapons available in this stage:
MP5 / Explosive Shotgun / Shotgun / Beretta / M16

The first level begins outside the airport, shoot down the first helicopter that appears from the left side of the screen to gain a Beretta for the duration of the level. As the pace picks up, shoot down the terrorists outside making sure that you don't hit any of the hostages. As you enter the main lobby, shoot the terrorist who pops up from behind the desk and you'll be rewarded with a secret path (only if you managed not to hit a single hostage outside). Along the path, shoot the various crates to pick up grenades, rockets and a hefty Explosive Shotgun. Back in the lobby, McClane makes his way to the check out desks. The Coke machine on the right contains two health pick-ups when shot (who says Coke is bad for you?).





After travelling up the escalator, a small army of terrorists jump out with guns blazing. Below lies a nice little gift shop, shoot down the windows to find some crates containing health and rockets. Directly after this, shoot the terrorists as they run out into the hallway. If you manage to displace them without hitting any hostages or getting hit yourself, a second secret route becomes accessible.

McClane now heads for the phone booths. One guy starts to throw knives at you you, another steps out of the phone booth. Look to the floor and tables for hot dogs and cans left behind by civilians, shoot these to gain extra health badges.

At the end of the top floor, terrorists run by outside, quickly shoot down the large pane of glass and bring them down to to trigger a third secret route.

The second set of Coke machines also house health pick-ups. After the two taxis smash through the main windows, blown them up along with the terrorists. After this you'll enter the previously earned third route. Shoot the cans left on the bar to gain extra health. Kill the remaining terrorists and get to level 2.





Above – Shoot the first chopper on the left side of the screen to gain a Berretta for the rest of the level. Below – Reach this area without shooting any hostages to recieve a Good Cop Bonus.







Left – Shoot at the Coke machine to gain two lives.

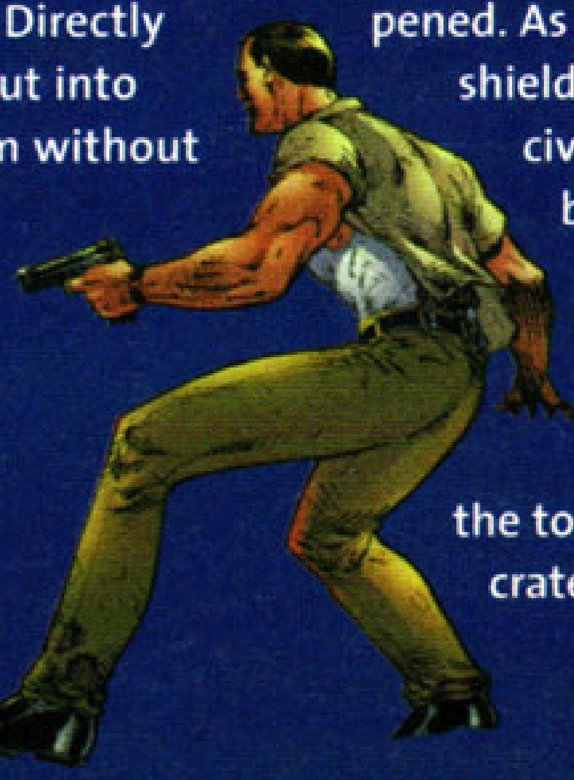
LEVEL TWO: NEW ANNEX

Weapons available in this stage:
Shotgun / Tracer / M16 / MP5

John needs to find another antenna array to send signals to the circle jets. An antenna can be found in the new Annex, but there is only one problem, the terrorists have beaten him to it. At the start of the Annex, a hostage is standing next to a group of terrorists. The baddies cannot see you so they will not attack, wait for the hostage to run free then open fire.

Use the barrels to take out large groups of men as these are highly explosive. A large group of terrorists then runs into the room to see what has happened. As they arrive a hostage is being used as a shield, shoot the baddies and protect the civilian. If the hostage survives, hit the barrels and crates to gain an M16 for the rest of the level.

As McClane jumps down from the scaffolding, shoot the silver crates to release the two trapped hostages. At the top of the stairs, quickly shoot the silver crate on the left to free a third hostage.



Make sure that none of the hostages are shot on scene, as a secret route is then activated before you travel up the escalator.

The second secret route is triggered at the balcony scene, shoot the terrorists as they run left on the bridge. As you pass underneath the walkway, hit the crates to gain some energy. Terrorists start to appear on the lower level accompanied by hostages. Avoid the civilians at all costs as you'll be rewarded with a secret passageway. At the top of the escalators, shoot the guy that runs past to get a Gratuitous Violence bonus. Hit every terrorist that comes up from the escalators for a No One Escapes bonus. Kill the rest of the terrorists and make your way to level three.



Kill the first man that runs across the walkway for a bonus.

LEVEL THREE: UNDERGROUND TUNNEL

Weapons available in this stage:
Tracer / M16 / MP5 / Beretta / Streyer

Unfortunately the Antenna that McClane so desperately needed has been blown up, leaving a huge hole in its place. As he peers into it, he sees that it is infested with terrorists, so like any hero he jumps in to save the day. Like the previous levels, the tunnel scene isn't ladled with secret routes or hidden rooms it's just an out and out blast 'em fest. When you arrive at the three guys that are tied up, shoot the middle, left and then the right to receive the lovely machine gun for the rest of the level. Apart from that keep an eye out for the crates and boxes lying around, these contain many useful pick-ups. Once you make it to the ladder, the runway level awaits.





Don't shoot! Ah, what the heck, you're ugly anyway. This is a bit naughty but I couldn't resist it.





Kill these three guys in a certain order to receive a bonus.

LEVEL FOUR: RUNWAY

Weapons available in this stage:
MP5 / Shotgun / Tracer / Streyer / Explosive Shotgun / M16 / AK47

As McClane rushes out to the runway to meet the Latino general from the Hercules aircraft, a small army of terrorists are also waiting to greet him. The beginning of the level starts with a jeep driving full-speed onto the runway. It parks just in front of the leading terrorist, if you shoot him first a machine gun is awarded for the remainder of the level. After a short while a chopper flies overhead, shoot it down for a Secret Route bonus. Here John stocks up on health, ammo and weapons. Also if the terrorist that runs away is shot down, a machine gun is awarded for the duration of the level. Towards the hanger, many terrorists run out from behind the



Shoot down this chopper to find a secret route.

doors firing off rounds; use the barrels to take them out quickly.

As you head inside the hanger a jeep appears from the right corner, quickly take it out with rockets and bullets, because if it hits you two lives are lost. After jumping onto the plane and taking out the baddies, McClane will head for a metal shed. Quickly shoot the terrorist that runs out towards the left (hit him about five times) and a Special Route will be awarded. The route will become accessible once the head honcho is dead. That's it for secret bits, now head for the Plane Interior.





Left - This is the first secret route. Right - Shoot the guy that comes running out to earn a secret bonus.



Shoot the terrorist leader beside the jeep to find a handy bonus.

LEVEL FIVE: PLANE INTERIOR

Weapons available in this stage:
Streyer / Beretta / MP5

This level represents the part of the film when McClane enters the Hercules carrier, and has to eject out of the plane before it blows up.





Look out for this stack of crates hidden within the Hercules transport. Shoot the top one and McClane gains an extra life.

As soon as John enters the plane, shoot the terrorist behind the hostage, if the civilian survives a Beretta is awarded for the duration of the level. After climbing up the second ladder, look out for the three crates sitting in the middle of the plane. Shoot the top, bottom then right crate to access a secret area (Good Cop Bonus flashes). The secret area contains three crates, two stacked and a third, each contains a small pick-up: ammo, health and pistol. However, if the bottom is shot first, and the top second, a shotgun is awarded for the rest of the level. As you approach the end of the level a terrorist is standing on top of the stairs contemplating on suicide. If you shoot him before he hits the ground a machine gun can be collected. Right then, say yer prayers, it's the church level next...

LEVEL SIX: THE CHURCH

Weapons available in this stage:
MP5 / Explosive Shotgun / Shotgun / Beretta / M16

As McClane drops in via parachute, the first terrorist you should shoot is to the right running out of the small shed. This awards you with an MP5 for the duration of the level. If all the terrorists around the church are killed before McClane lands, a secret route becomes accessible.

The route leads through a small forest where many crates can be found containing shotguns and



health. At the end of the route a chopper is hovering around keeping an eye on the situation, shoot it down to find another secret route. As John makes his way to the back of the church, many terrorists are waiting inside a small shed, outside and along the river bank. Kill all of them without hitting a hostage and a secret route is awarded leading around the church.

As you get closer to the church, take special care to avoid damaging the second set of stain glass windows. If you manage this difficult task a Special Route is found. That's it as far as secrets go, just kill the boss to find that snow mobile.



Watch out for the man running out of the shed. Kill him before he reaches the church to get an MP5 for the rest of the level.



LEVEL SEVEN: SCOOTER CHASE

Weapons available in this stage:
MP5 / Shotgun / Beretta / Streyer / AK47 / M16

One of the better levels in the game, McClane grabs a snow mobile and races across the snow chasing the baddies and picking up the goodies!. As the level opens, several terrorists ride by on scooters, shoot the nearest bad guy on the first scooter and a machine gun can be collected for the duration of the level.

Next a terrorist disguised as a hostage rolls out waving his arms. A scooter jumps out ahead of McClane and a second appears crossing the path of the first. Shoot the evergreens ahead of the scooters to gain access to a secret path.

McClane follows the path of another scooter as it approaches the railroad bridge. Above hovers a red chopper, shoot it down and a shotgun is avail-



Jump on a snow mobile and join a high speed chase through the forest. You must have quick reflexes as possible tragets do not wait around.



able for the rest of the level. After passing the bridge, John approaches a large clearing.

Scooters appear from the brow of the hills. Destroy all of them to gain a shotgun and a secret route. The route leads through the woods, a short way off the beaten track, crates along the way containing explosives, ammo, gun and health. That's all the secrets revealed for this level, make your way through the stage to reach the last chapter of the game.





You had better wrap up warm. McClane heads out into the snow covered forest to kick some terrorist butt.

LEVEL EIGHT: PLANE CHASE

Weapons available in this stage:
Beretta / AK47 / Explosive Shotgun / Tracer

The final section of the game involves John McClane circling a jumbo jet while trying to shoot away the terrorists. The first section of the level contains four enemy choppers (red) and several law enforcement helicopters (blue).

Shoot down all the enemy choppers to proceed onto the next stage of attack. Look out for the armour and health pick-ups that fall from the back



For the final part of the attack, shoot each of the engines to bring the plane down. You'll get a good cop bonus if you blow them up quickly.



Aim for the red helicopters and shoot them down for goodies. As for bad guys, just blow them away.

of the plane. Next McClane has to take out the band of terrorists balancing on the plane wings, this is a good opportunity to pick up weapons and ammo. To move to the next stage, shoot the trio of terrorists standing on the fuselage. Look out for the enemies dropping down on parachutes, for each one killed McClane gains a health badge. Before concentrating on the aircraft, take down the three choppers in the usual way, then set your sights for the jet. This is the final part of the game, you must shoot out all four engines that power the plane, once they've all stopped functioning, the plane explodes. That's it, you have completed Die Harder.... YIPPIE-KI-YAY!


HAVE A NICE DAY

Soviet Strike

EA's Soviet Strike is possibly the game of moment, featuring much the same strategic shoot 'em up action as its predecessors but with improved graphics and gameplay to match. And it's going to sell big time. So to stem the never ending flow of letters before they even begin, LEE NUTTER presents for your perusal the complete SEGA SATURN MAGAZINE player's guide to the latest gripping instalment of the Strike series. And you thought the cold war was over. D'oh!

LEVEL ONE: CRIMEA STRIKE

1. For the first mission you are required to destroy the two early warning radar sites to the east of your HQ where you begin the level. Doing so allows you to fly into hostile airspace undetected. The two sites are not well defended and only have a couple of light anti-aircraft guns surrounding them and a few tanks too. Knock them out thus leaving the radars themselves vulnerable to your impending attack.

2. Whilst carrying out the first mission you are interrupted by a call for help your fellow Strike agent and co-pilot Nick Arnold who has been taken hostage along with several other agents and are on the brink of being executed. Break them out of the POW camp by taking out the four corner posts of the camp before proceeding to destroy the anti-aircraft guns, tanks and bazooka wielding soldiers within. Nick and the other agents are situated in the various stone buildings in the camp as are more enemy soldiers whom must be killed before airlifting the hostages to safety. Time is of the essence for this mission so you'd better put your foot down.

3. Once you've collected Nick, continue to the east towards the airfield collecting fuel and ammo along the way. Your task is to destroy the helicopters and aircraft hangers at the well protected temporary airfield. The helicopters haven't taken off yet (and they never do either) so pose little threat but the surface-to-air missile vehicles known as the Gaskin and the anti-aircraft guns do. Take out the guns around the perimeter and then the radar towers before attempting to destroy anything else. Then fly over the ice and destroy the helicopters before destroying the aircraft hangers. Be careful though as these often contain enemy troops and anti-aircraft weaponry.

4. The fourth mission requires you to rescue 14 of the 16 hostages being held as a human shield and take them to one of the two landing ones in the forest clearings where you'll find your armour is boosted

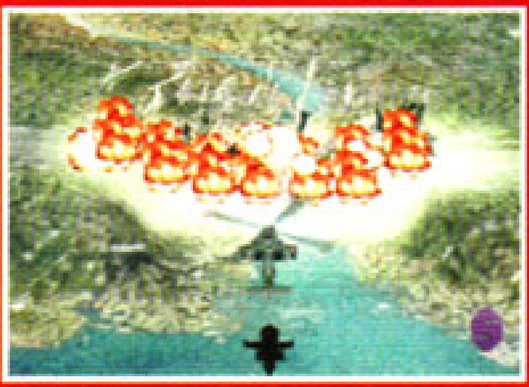




for each one. To achieve this, drop Nick off at the snow plough at the southern POW camp after shooting the two soldiers guarding it. Nick will then proceed to drive it through the enemy defences with you following slightly behind. Take out the corner posts and the anti-aircraft guns before destroying the buildings and rescuing the hostages therein. They can be taken to the landing zone to the north of the southern POW camp. When all the hostages from the first camp have been retrieved continue on to the northern camp and do the same again, destroying the buildings and retrieving hostages and power-ups. Also of note is the extra life located to the west of the Northern POW camp in one of several tents surrounding a truck.

5. By this time you should be aware of the exact whereabouts of the ex-KGB headquarters where five

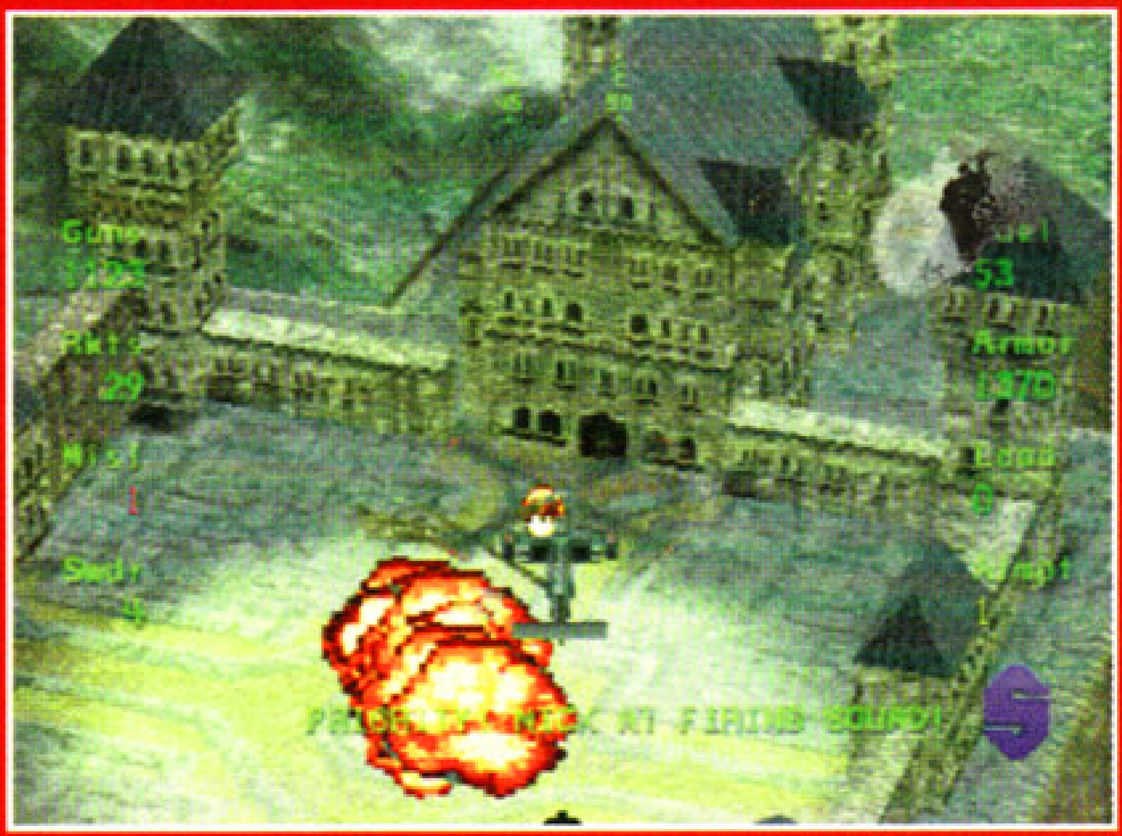






(Top) Massive explosions ahoy as the KGB headquarters is blown to pieces in the search for the three ex-KGB commanders who have valuable information to be retrieved.





The final mission involves you blowing up the secret KGB villa.

Commanders can be found. You need to capture three of them as they are carrying vital information. They can be found amongst the buildings which ought to be destroyed, often revealing enemy armaments as well as the KGB agents dressed in tasteful red jumpers.

6. The sixth mission requires you to destroy the heavily fortified terrorist training camp wiping out all structures and vehicles. Begin by destroying the surface-to-air missile launchers before taking out the power station to disable the local radar. Then turn your attention to the remaining armaments and buildings, some of which reveal power-ups. Finally destroy the crates which often conceal powerful ZSUs within, making sure you have a good supply of ammo first.

7. The last mission on this level requires you to eavesdrop on the enemy villa and discover their evil plans. Fly around the perimeter and destroy the enemy soldiers and tanks before flying over the villa itself destroying the hordes of tanks within. Proceed to the east of the villa and drop off the co-pilot who blows the place up as you fend off further enemy attacks. Keep close by and pick up Nick as the place blows up then get back to HQ ASAP.

LEVEL TWO: BLACK SEA STRIKE

1. After Nick's opening speech about wreaking his revenge on those muthas, you must concentrate on destroying the two early warning radar sites, thus blinding the enemy forces. Travel west to the first of the two radar sites, destroying the tanks before attempting to take out the radar. Of note is the extra life situated to the north-east of this site which is concealed inside an enemy building. After gaining the life an incoming message is received from Amad, requiring you to proceed to the west once again to the second radar site and destroy it in a similar fashion to the first being wary of the surrounding enemy forces



2. The second mission requires you to destroy three vehicle convoys, three cargo ships and three of the HQ buildings at the docks. So after listening to Nick's message you should proceed to the docks near the second radar site where you discover the first convoy which needs to be destroyed. Then proceed to the east destroying all of the various targets.

3. Fly to the south of the last target where your next set of objectives is to take out the picket ships to blind the escaping fleet. The ships are usually accompanied by smaller boats which ought to be destroyed too. Use a sidewinder if you have any left on the picket vessels and your rockets for the smaller boats.



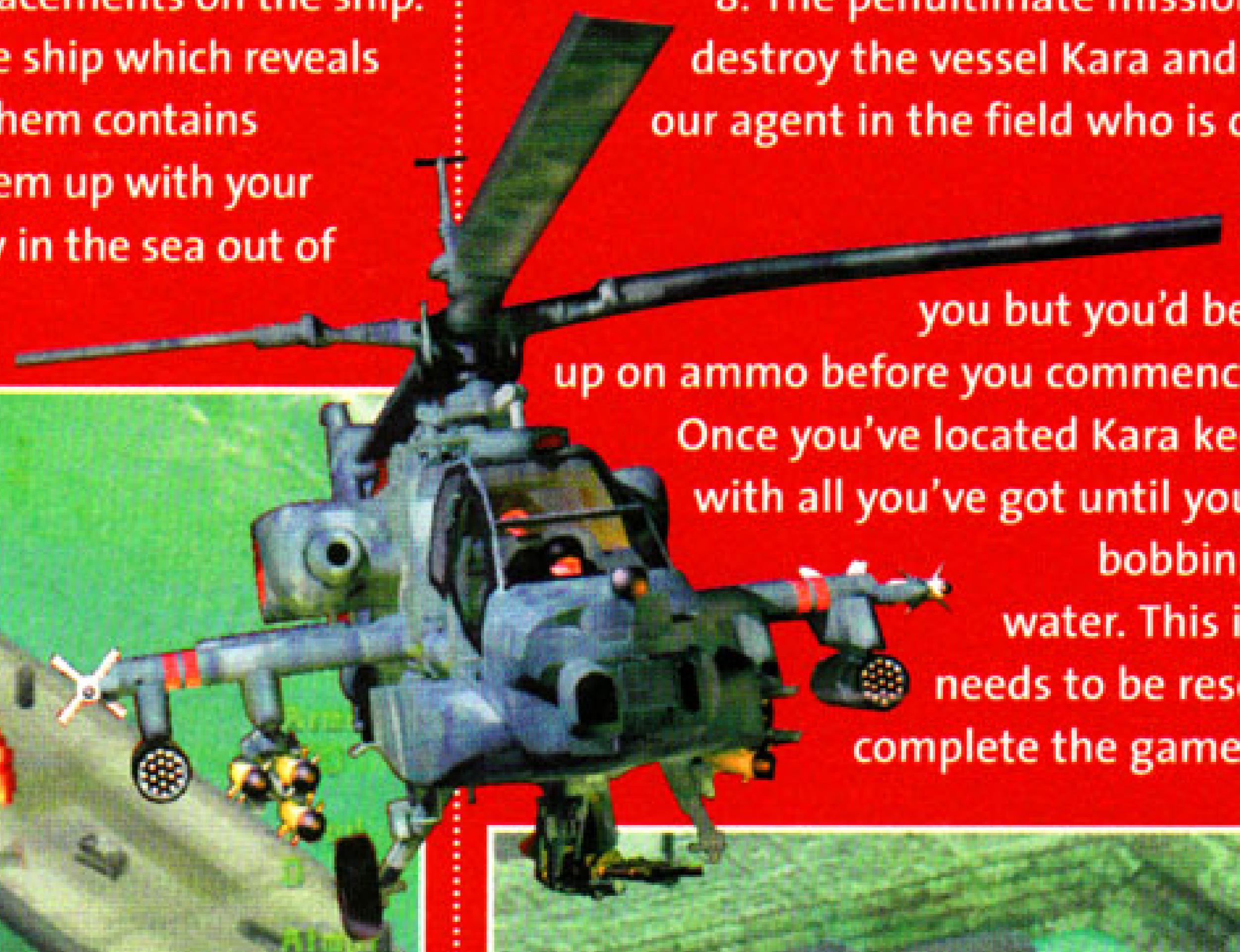
4. The fourth mission requires you to disable the Carrier Kiev and the five enemy HIND helicopters all situated in the middle of the four picket ships. Only the tower part needs to be destroyed on the carrier but it's safer to knock out the helicopters first.

5. Fly south from the destroyed carrier where your next task is to hoist six stolen nuclear ICBMs from the cargo ships' holds. Start by taking out the surrounding boats before knocking out the gun emplacements on the ship. Then destroy the centre part of the ship which reveals the ICBMs within, though one of them contains armour and another fuel. Hoist them up with your winch and drop them immediately in the sea out of harms way. Unless you're a fish.



6. If you're running short of supplies, fly south-west to the bottom of the map to a group of buildings with a couple of grounded helicopters. Destroy the buildings and the truck to reveal within a secret stash of fuel, ammo and armour. From here fly west to the bottom-left corner of the map to the enemy destroyer Vinograd which needs to be destroyed to stall the enemy escape. It's not too difficult to destroy so don't be put off by its size. A few rockets and missiles should do the trick.

7. By now you're aware of the locations of the Stalin Class submarines which you notice in the docks at the start of the level. They have slipped out of their berths and thus need to be destroyed. The only way to do this is to use the depth charges that are to be found on floating rafts to the east of the map. You can find these by locating the ammo on the map and heading for the ones located in the water. Once collected they remain on your winch until you deposit them onto the submarines. Three submarines need to be destroyed using this method.



8. The penultimate mission requires you to destroy the vessel Kara and rescue Amad, our agent in the field who is currently missing. Kara's location is now available to you but you'd better be stocked up on ammo before you commence your attack. Once you've located Kara keep firing at it with all you've got until you see a bloke bobbing about in the water. This is Amad who needs to be rescued in order to complete the game.

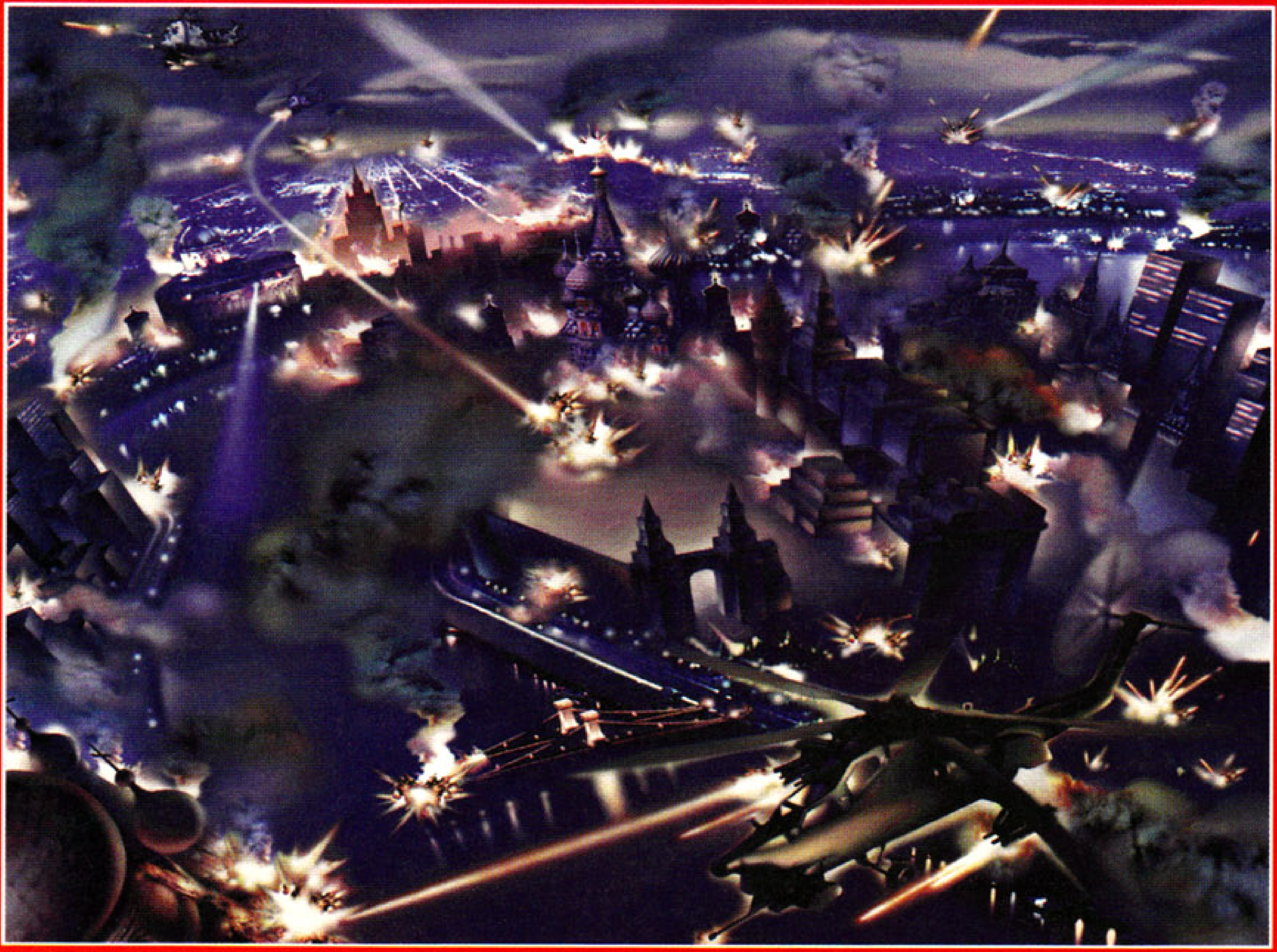


Mission seven of the Black Sea Strike and the Stalin Class Submarines have taken to sea where they are to be located and destroyed using your newly aquirred depth charges.





9. Once you've rescued him fly to the south-east corner of the map where you discover several moth balled landing craft that have been captured and are being used to transport various armaments including tanks. Each landing craft needs to be destroyed along with the tanks they have been transporting. Each tank will require one carefully aimed Hellfire to destroy it or four Hydras fired in rapid succession. Once defeated, return to the starting point to complete the second level.



LEVEL THREE: CASPIAN STRIKE

1. This is possibly the most difficult level of the game and so will take a few attempts to get it right. Begin by knocking out the advancing light tank forces almost immediately in front of you as you begin. Just take a few out to start with, until your armour is depleted and your ammo is run down. Then fly north to the third pass where you discover fresh supplies and some large boulders dangerously overhanging the cliff. Shoot the boulders to bring them crashing down in front of the advancing forces, thus blocking them in and making them sitting ducks.









Looking like a scene from the original Desert Strike, the third level is by far the toughest of the lot requiring a few attempts.

2. As soon as you've blocked them in you should receive a message from Bessus who needs picking up and taking to the Observation point to the east where you've just shot the boulders. He commands his own private army to help destroy the enemy forces. Next you fly to the second pass in the centre of the map and once again shoot the boulders. At this point in time you should receive another message to pick up Nimrud this time and take him to the observation point to the west of the map and shoot some more boulders. Nimrud also takes his army into battle to help you defeat the enemy.

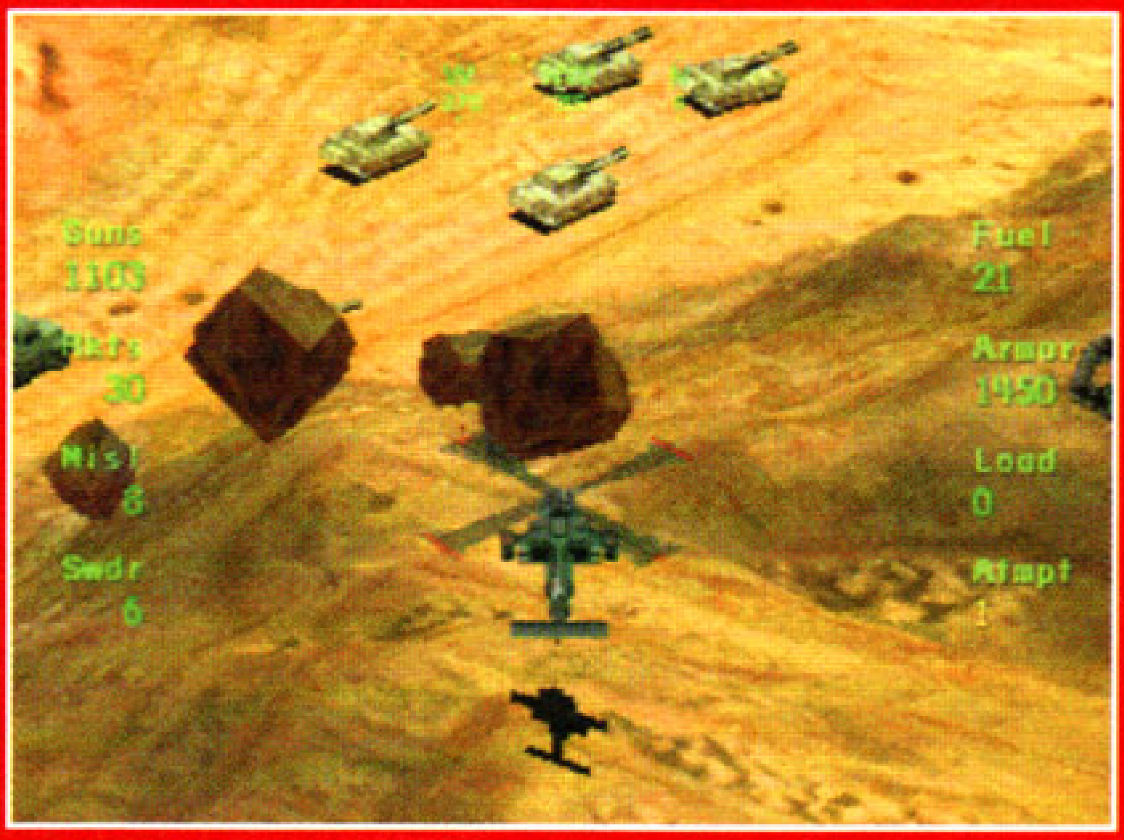
3. Next fly up to the north-west corner and pick up Delilah and drop her off at the middle pass where she lends a hand. Then it's up to you to fend off the three advancing forces and prevent them from attacking the power plant. Start with the light tanks at the third pass as they have busted through the boulders by now and destroy everything that moves. It worked for me.

4. The fourth mission requires would be heroes to blast the self propelled artillery formation who are providing barrage support for Savak's attack. As soon as you receive the message that they're about to attack, head south to the marker indicating where the artillery are and take them out before they get chance to attack. It is also possible to take several tanks out at once by blowing up the fuel trucks which causes a large explosion destroying anything close by. Cool!

5. The next task you find yourself lumbered with is eliminating the two reconnaissance forces. These can be found towards the north of the map around the power plant and have only a small amount of armour requiring not much effort to destroy. A few Hydras each should do the trick methinks.

6. Mission six requires you to squash Savak's elite guard mobile AA formation, whatever that means. These have been making their way up towards the plant during the course of the previous mission. The way to handle this life threatening situation is to let the elite guard travel as far up as Nimrud and Delilah who still have, an albeit depleted, army remaining. With their help the enemy can be defeated with you coming up the rear picking off the back markers.

7. The grand finale to this most trying of levels requires you to eliminate Savak in his headquarters vehicle. A full compliment of ammo and armour alike is essential if you are to make it through in one piece. Try raiding Bessus' village for such supplies. Then travel to the south-west corner of the map and destroy all the tents until Savak emerges in a jeep fleeing for his life. Unload as many rounds as possible into him before he disappears off the screen to kill him, thus finishing the level. Hoorah!









(Clockwise from top left) Shoot the boulders to block off the pass before moving north to pick up Bessus in his hide away. Then assist him and his private army in defeating the enemy forces before finally trashing Savak's tents and kidnapping him.

LEVEL FOUR: DRACULA STRIKE

1. Immediately upon commencing with the fourth level, your HQ is about to come under attack so hang about and eliminate the enemy tanks. Then proceed on with your mission objective to rescue the missing Strike agent. Fly east across the river where you'll discover Ivan being held at the sanitarium. Destroy the radar at the front of the building before flying south until you reach the river where you'll discover a windmill. When destroyed it reveals a super-winch within. Fly north this time to the building where the five scientists are in the cage. Then pick up the bloke in the black coat before you attempt to do anything else. Without him the mission is deemed a failure and you will be subjected to vigorous taunting and ridicule.

2. Once you've collected Ivan head west to the point at which you began the level. Continue past it to the landing zone next to the circular pattern on the ground but do not land yet as you soon come under attack. Instead take out all enemies in the nearby vicinity first before dropping off the scientists. Keep travelling back to retrieve more scientists before you have enough to open the mines. Once accomplished, fly south to the bottom of the map then east to the power station where everything must be destroyed to disengage the alert zone over the reactor. Then travel east to the large building where you must shoot the large dome on top until it explodes.

3. When this has been done, drop off Ivan and disperse of the four tanks. Use a Hellfire on each if you have them of four Hydras if you haven't. Ivan should by this time be about to make his hasty exit, so pick him up before flying over the dome and raising the reactor core. Mission accomplished.











Mission five has you taxiing the scientists about the place.





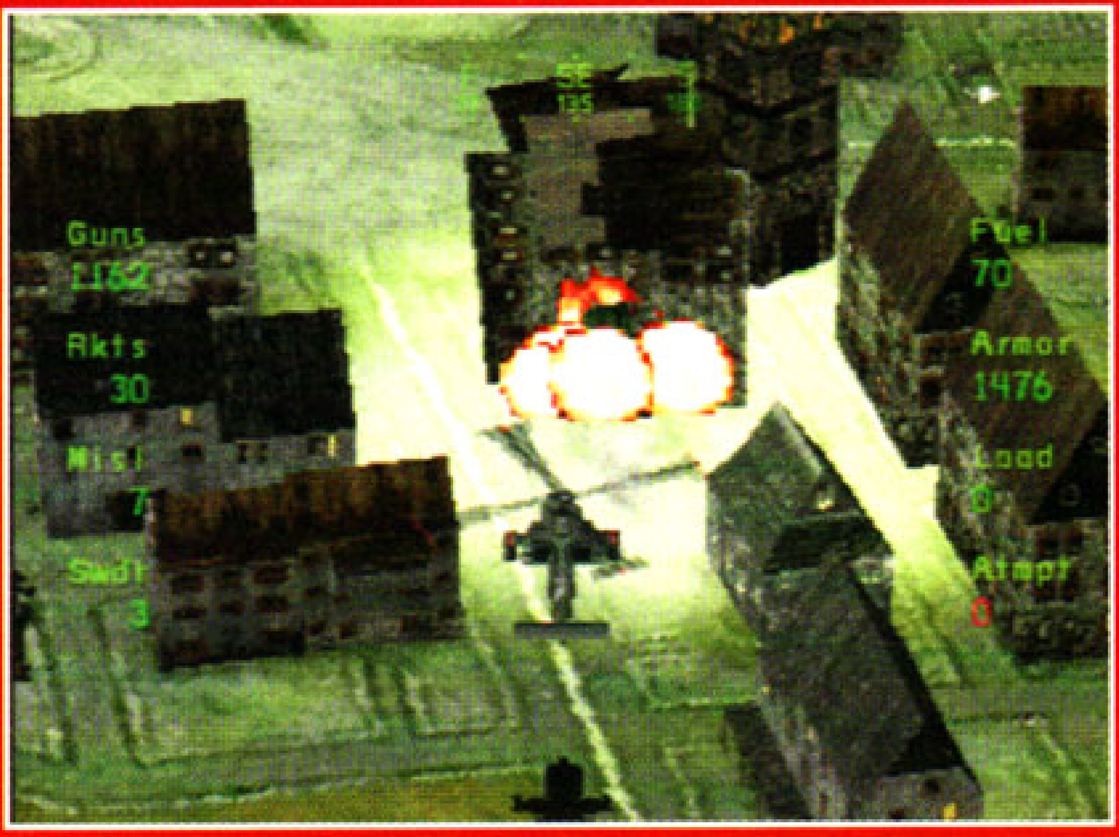
4. Mission four doesn't take long at all, requiring you to simply take the reactor core back to the salt mines where the scientists are and drop it off on the new landing zone. It's as simple as that.

5. Next it's off to the Tomahawks which are next to the airfield by the river. Destroy the radar dish first at the lower end of the airfield at the other side of the river before focussing your attention on destroying all the tanks and gun placements surrounding the airfield. Once the area is cleared, lower down Ivan who opens the crate to reveal the laser designator. Retrieve Ivan again and then pick up the laser and take it to the salt mines where it along with Ivan should be dropped off. You have now been given a time limit to get seven scientists out of there along with Ivan and airlift them to safety. So fill your chopper with scientists and take them to the landing zone to the west of the map before returning to retrieve the last one, and Ivan of course, and taking them to safety. There's no time to mess about on this one so make sure your supplies are pretty full before you attempt it.



6. Your next task is to drop off Amad to command his guards into battle. So from here travel south to a landing zone surrounded by tanks where Amad needs to be dropped off. He jumps into his tank and gives you a hand to defeat the enemy tanks located on the map.

7. Once you've seen off the first group of tanks you need to give the struggling Amad a hand in defeating the enemy forces. Before you have time to catch your breath, a group of tanks are making their way up to the power plant and must be stopped at all costs or your mission will be deemed a failure.

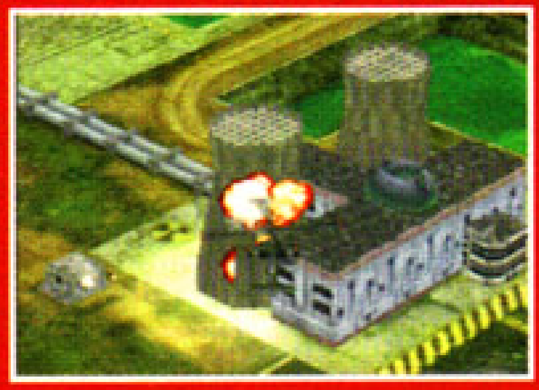


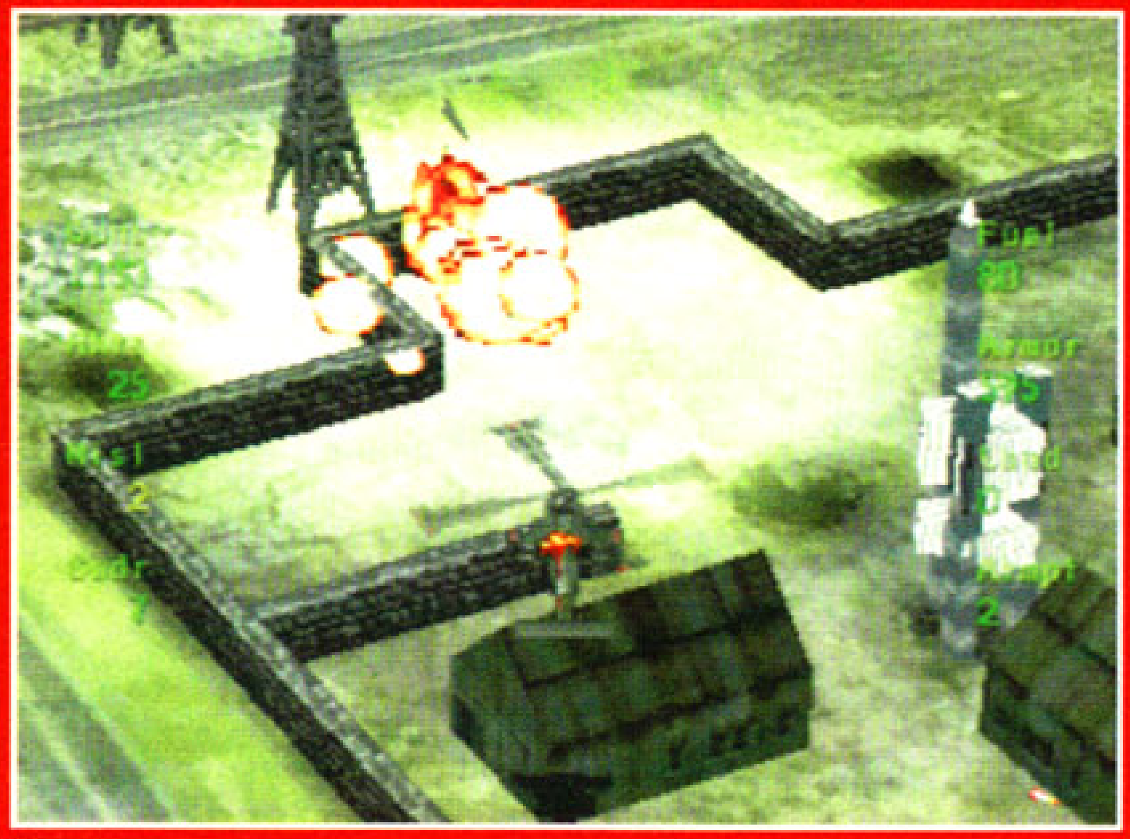
8. By now you have received the message divulging the whereabouts of the SCUD commander who needs to be picked up. He then tells you the exact location of the SCUDs, which is where you must go next. Once you arrive, clear the sites of any unwelcome enemies before blasting the L-shaped buildings. When some of them have been reduced to smouldering heaps of rubble the launchers will be revealed within. Three of these must be destroyed, so use a sidewinder on each if you have them and a Hellfire too.

9. Next you ought to rescue Amad and his troops, he did help you out after all. Take out the enemy rocket launchers with a couple of Hydras before picking up Steven Seagal wannabe all dressed in black Amad and as many troops as you can carry. Drop them off at the landing zone to the west of the map before going back to pick up the rest until you have enough to complete the mission.

10. The final mission of this level requires you to destroy Vila and her army. So fly south to the point where her army is making its way up to the salt mines and attack from behind. A priority is shooting the radar tank which has the effect shutting down the alert zone. Once you reach the graveyard you'll notice Vila has stopped behind the obelisk in her orange coloured tank. To complete the mission all that is required is that you shoot the obelisk until the top breaks off and crushes Vila thus causing her untimely death. Cool!







LEVEL FIVE: KREMLIN STRIKE

1. The beginning of the final level requires you to drop off Andrea to help rescue the government officials at the Tolstoy House. To begin head north-west to where Andrea needs evacuating. Start by taking out the powerful ZSUs and various tanks before picking her up as she legs it from the building. Then fly south-west to the first group of officials being held who are surrounded by a mass of tanks which need to be wiped out. When they've all been destroyed, drop Andrea off and she'll release the hostages who need to be picked up. As you're doing this more tanks arrive to thwart your rescue mission so do your best to destroy them whilst picking up the people. Once your Apache is full, drop off the first load at the nearby landing zone to the east before returning to pick up Andrea and the others.

2. Completing the next mission is very tough indeed. Flying away from the first rescue you discover that Yeltsin isn't there. However before you are given chance to retrieve him you must fly to the bridge located on the map and prevent the bomb trucks from blowing it to pieces as it is an escape route out of the city. Use your Hellfires on each of them to save time.





The bridge is one of the few escape routes out of the city by which you can aid Boris in his escape. So prevent the bomb trucks at all costs from destroying the bridge.



3. The third mission requires you to protect Yeltsin who is soon to be impaled by a SCUD missile unless you can prevent it. Fly over to the Kremlin with haste and destroy the skud missile carriers with sidewinders if you have them. For each one destroyed you get a massive 400 armour points, which is an extra incentive. However as soon as these are destroyed you'll notice groups of missile launchers about to destroy the Kremlin. Destroy them by collecting the ammo inside the Kremlin if you're running low and firing a couple of Hellfires at each.

4. Making a last ditch attempt to destroy Boris is a group of three helicopters flying in from the north-east corner of the map. Start by destroying the big HIP chopper first as it contains troops who will attack if the chopper gets the opportunity to land. Then dispose of the other two before dropping Andrea off at the landing zone by the Kremlin. She brings out Yeltsin whose car is destroyed before they have chance to get in it so instead make for the secret car next to the ammo supplies. As they set off destroy anything in their path such as tanks and troops before turning your chaingun on the large cannon to blow a hole into the wall.

5. This particular mission may well seem familiar to fans of the previous Strike games, as you have to clear the way for the president's limo as you did in both Jungle and Urban Strike. EA were obviously running short of ideas by this level. Destroying the various roadblocks is your task until he pulls over into a fast food drive-thru. Then shoot the two cars in front of his vehicle to allow Boris to get going again.

6. However, before he is able to get going again, more tanks arrive on the scene which need to be destroyed ASAP. Then concentrate on getting the president to the airport and the waiting plane. Once you arrive at the 747, destroy the tanks and the troops who make their way from the planes.





Then see Boris safely to his plane before flying off to collect Andrea.

7. The penultimate mission requires you to capture the ex-KGB boss at the ex-KGB headquarters towards the west of the map. The building itself is surrounded by troops who can be easily dispersed with your chaingun and other surface to air weaponry which can be destroyed without causing too many problems. From here blast the centre of the building until a bloke comes running out and into a speedboat. Blast the living daylights out of the boat with everything you've got being careful not to let him disappear off the screen. When the boat finally explodes, airlift the bloke out of the water and he reveals the whereabouts of the illusive ex-KGB agent.

8. At last the final mission, so be careful not to blow it now. Fly to the building indicated on the map where you find a vast amount of tanks waiting for you. These need to be destroyed but try knocking out the alert zone in the middle of them first to make your task slightly easier. Make sure you destroy them all, by no means an easy task, and then blast the building until the ex-KGB agent emerges. However, he's not keen on being captured so it takes some time until you can actually get him. Once you've captured him he's not particularly forthcoming with answers so take him into the bear pit and drop him in it. After having a change of heart he decides to co-operate and discloses the whereabouts of the Shadowman. From here take flight to Lenin's tomb knocking out all armaments in the vicinity before blowing up the building and airlifting up the coffin. Next, rescue the pilot from the plane before launching an attack on it, thus killing the Shadowman.

COIN-OPERATED

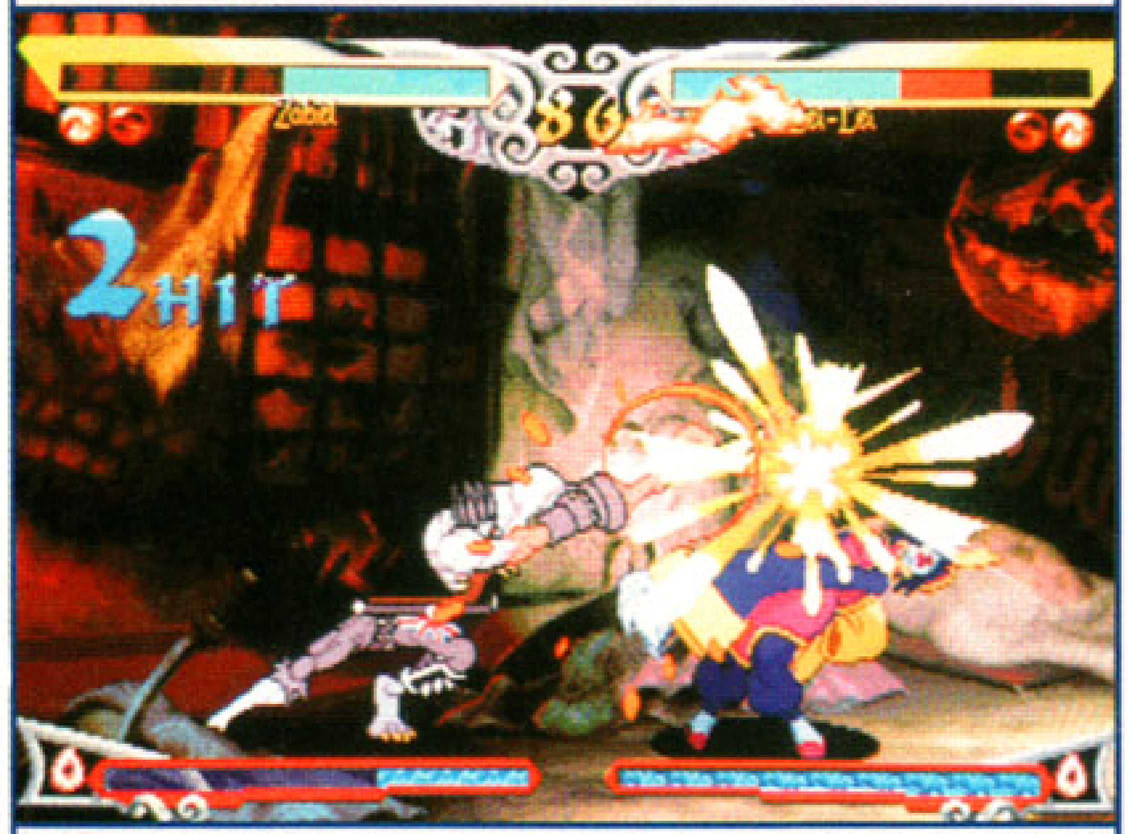
The AOU Amusement Expo in Tokyo is one of the most important events in the arcade industry's calender. Naturally SEGA SATURN MAGAZINE's Japan Editor Warren Harrod was there, fighting for goes on the latest coin-ops.

Held on February 19th and 20th at the Mukahari Messe just outside Tokyo, AOU '97 saw all the big names unveiling their spring and summer line-ups to thousands of lucky Japanese gamers. Although the AOU Expo usually plays second fiddle to September's JAMMA Show, many of the games only previewed last summer were available to play at last. Speaking to those at the show, it was clear that many were a little concerned at the number of sequels appearing this year, yet these were amongst the games that proved to be the most popular. Nevertheless, there were still several original titles that caught everybody's attention, and Sega's AM departments showed that their creative juices are still flowing as freely as ever.

AOU SHOW TOP 10 GAMES

Specialist arcade magazine Gamest compiled a poll of the most popular games at AOU. Only playable games were eligible, but videos demonstrating Psychic Force 2, Racing Jam and Samurai Spirits 64 were also very popular. Please note that the tastes of the Japanese gaming public do not necessarily concur with those of SEGA SATURN MAGAZINE.

1	Vampire Saviour	CAPCOM
2	Tekken 3	NAMCO
3	Street Fighter III	CAPCOM
4	Go by Train!	TAITO
5	G Darius	TAITO
6	Armadillo Racing	NAMCO
7	The House of the Dead	SEGA
8	Tokimeki Memorial	KONAMI
9	Magical Drop 3	DATA EAST
10	Do Donpachi	ATLUS







The top three games of the AOU Show... Vampire Saviour (which looks amazing), the disappointing Tekken 3, and the not-bad Street Fighter 3 (and these ARE SSM's opinions!).

SEGA ENTERPRISES

THE HOUSE OF THE DEAD

BY	AM1
BOARD	MODEL 2
TYPE	LIGHT GUN SHOOTING
COMPLETE	80%

We expected Sega's next shooting game to be a Model 3 powered Virtua Cop 3. Instead, AM1 have come up with an original title that retains that good old hardcore blasting action. The House of the Dead can best be described as a blend of Resident Evil and the Cop series. Set in a Gothic mansion, it combines the familiar light gun action with the atmosphere and buckets of gore associated with the Capcom classic. Players can also choose their own route through The House of the Dead, but unlike Cop, the junctions where the game route splits alter depending on the player's progress, so expert players are able to choose new pathways earlier in the game.







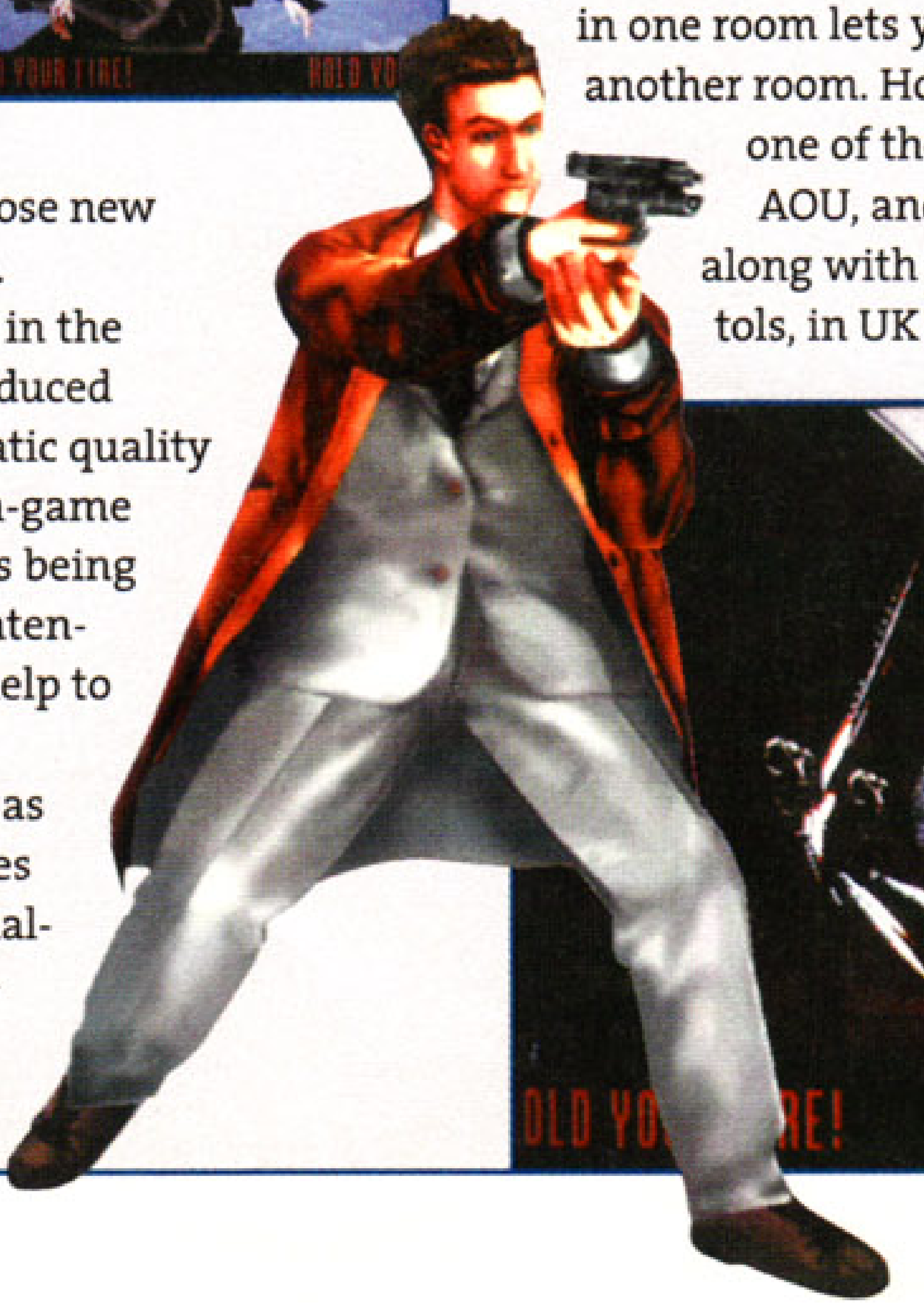
Proving there is still life in the Model 2 board, AM1 have produced graphics of an almost cinematic quality for House of the Dead - the in-game movie sequences stand out as being especially fantastic. The frighteningly realistic graphics also help to give the game a particularly malevolent atmosphere, and as you battle the various zombies and monsters you'll be gradually caught up in the spine-tingling atmosphere of horror! Sega's attention to detail is, as usual, immaculate, and it's the little touches which make House of the Dead great to play. For example, each time you are hit a bloody mark appears on the screen. However, rather than simply using the same effect, each monster leaves a different mark. Axes leave a bloody gash, fangs leave a bloody bite mark, claws leave a bloody slash, and so on.

Just like a real horror movie, House of the Dead always keeps you on the edge of your seat. The zombies come at you from all directions. They hang from the ceiling, leap out of the water and even smash their way out of glass tanks. The zombies are also rock hard opponents - it takes several well aimed shots to take one out, but it's extremely satisfying to watch them explode, with green blood and guts flying everywhere as you continue to blast at their giblets! As you might imagine from a suspicious genetics research centre there are more than just a few mutated zombies roaming around. Monkey zombies and fish zombies are just two of the types of enemy you face early on, but you can be sure that as the levels progress you'll be faced with even more hideous abominations. One of which is a huge, and particularly well animated, winged demon surrounded by an army of giant bats.





Unlike the Cop series, players are also required to think a little rather than just shoot the place to bits. Whilst exploring the mansion you'll need to be on the look out for things that will assist you in your mission. Shooting a control panel on the far side of a room raises a bridge platform so you can cross the room. Picking up a security card in one room lets you open a locked door in another room. House of the Dead stood out as one of the best titles on display at the AOU, and you can expect to see it, along with the de rigeur lime green pistols, in UK arcades soon.

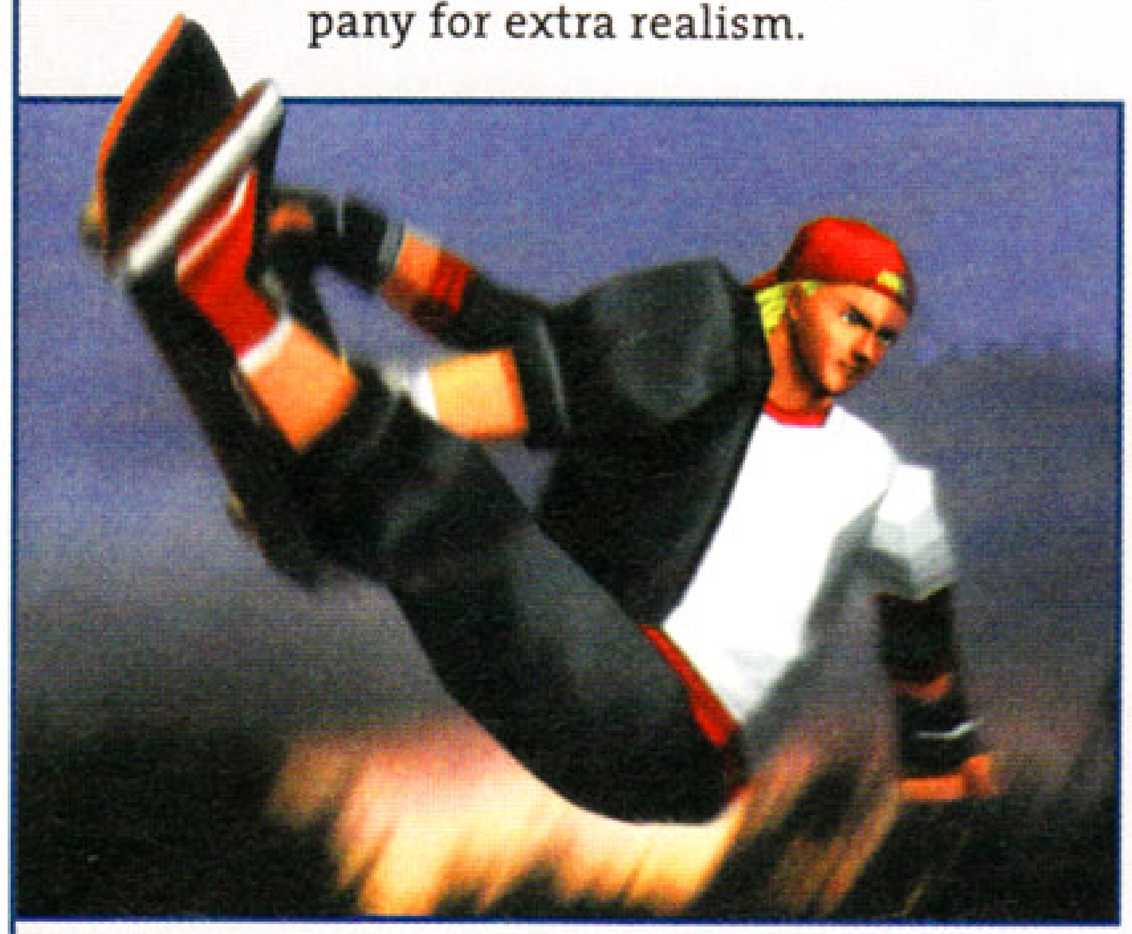




TOP SKATER

BY	AM3
BOARD	MODEL 2
TYPE	SKATE FRENZY!
COMPLETE	UNKNOWN

Innovating wildly once again, AM#3's mastery of the Model 2 is being pushed to the very limits, with Top Skater, a simulation game that entertains all "thrill freaks", as Sega so eloquently put it. The subject matter? Skateboarding! The aim of Top Skater is to pilot your "plank" around the courses using as many skateboard tricks as possible, such as the Kick Flip or the 50-50, to score points depending on the trick's difficulty. In addition to this "phat" freestyle action, the player must also avoid crashing into the various obstacles whilst at the same time trying to race faster than anyone else. There are two courses to race with around loads of board techniques to master. The BGM music is performed by popular beat combo Pennywise (whom we've never heard of), who are supposedly popular with the LA boarding fraternity. There are six characters to choose from, each of whom is sponsored by a famous skateboard gear company for extra realism.



VIRTUA STRIKER 2

BY	AM2
BOARD	MODEL 3
TYPE	FOOTBALL
COMPLETE	50%

No sooner is Scud Race complete than Sega announce the next installment in their Model 3 plan to take over the universe. Maybe it's time those AM2 boys had a bit of a rest now.

Like VF3 and Scud Race, Virtua Striker 2 uses the Model 3 board for some extremely impressive graphical effects. Running at a rate of 60 frames per second, and with a cool million polygons per second to boot, the players' movements are so smooth that they look like real people. Even the stadiums have been modelled to appear incredibly realistic.

The control method is basically the same as the original Virtua Striker, with the player's direction being controlled by the joystick and the three buttons assigned to short pass, long pass and shoot. In defence, the short pass becomes a sliding tackle, and when the ball is in the air, the pass button switch to a header. It's no longer necessary to trap the ball before passing. With good timing you can do a direct pass with just one push of a button. Due to this, the emphasis has shifted from a dribbling to a passing







game, which makes for more exciting play.

As a new feature, Sega plan to include a variable tactics system. Each team uses pre-set tactics which alter the nature of the squad's actions. At first the tactics are set to normal, but during the game you can change the team's tactics to defensive or offensive. In this way you can hang on to a one goal lead or make a last ditch effort to score. Sega believe that each match against an opponent's team develops into a completely different game. The number of participating countries has been bumped up to 24, so you can now play as Portugal, Croatia, Belgium, Uruguay, Russia, Yugoslavia and Greece. Should you want to.

With the Model 3's built in clock, various "time of day" effects occur as the game progresses from day into night. Whilst in the middle of an exciting game, before you know it, the sun has set and it's on with the floodlights! It remains to be seen whether it starts pissing it down in the middle of England matches. To make your way through the soccer championships, getting closer and closer to the final match, you'll be competing at three different kinds of stadium. As you keep winning your supporters also increase in number and volume, following you from match to match, cheering and shouting as you head for victory. So by the time of your final victory there is even more emotion and excitement.



SCUD RACE - TWIN TYPE

BY	AM2
BOARD	MODEL 3
TYPE	RACING
COMPLETE	UNKNOWN

The version of Scud Race at the ATEI show in London a couple of months ago was fantastic, but now Sega have wheeled out the multi-player edition, with a few other tweaks too. The handling of the cars has been improved, with particular attention given to the control of the player's car during drifting. In order to help beginners get to grips with the various cars' characteristics, the line-up on the selection screen has been altered to reflect their difficulty. The left side is for beginners (Porsche -Easy Driving, Ferrari - Normal Driving), while the right side is aimed at experts (Dodge - High Torque, McLaren - High Speed). In addition, the handling characteristics are displayed below each car.

In this new version of Scud Race the tactics of the rival cars have been altered so that their line of driving is different. Rather than trying to avoid accidents, they now try to cause pile-ups. So you can get even, the number of the car that last hit you is displayed in the top right corner in addition to the retirement counter. In the original version all 4 races began with 40 cars. To reflect the enhanced skill of the enemy cars, this has been altered so that the medium course starts with 30 cars, the expert has only 20 competitors. A Daytona style rolling start has also been added to the two beginner tracks.





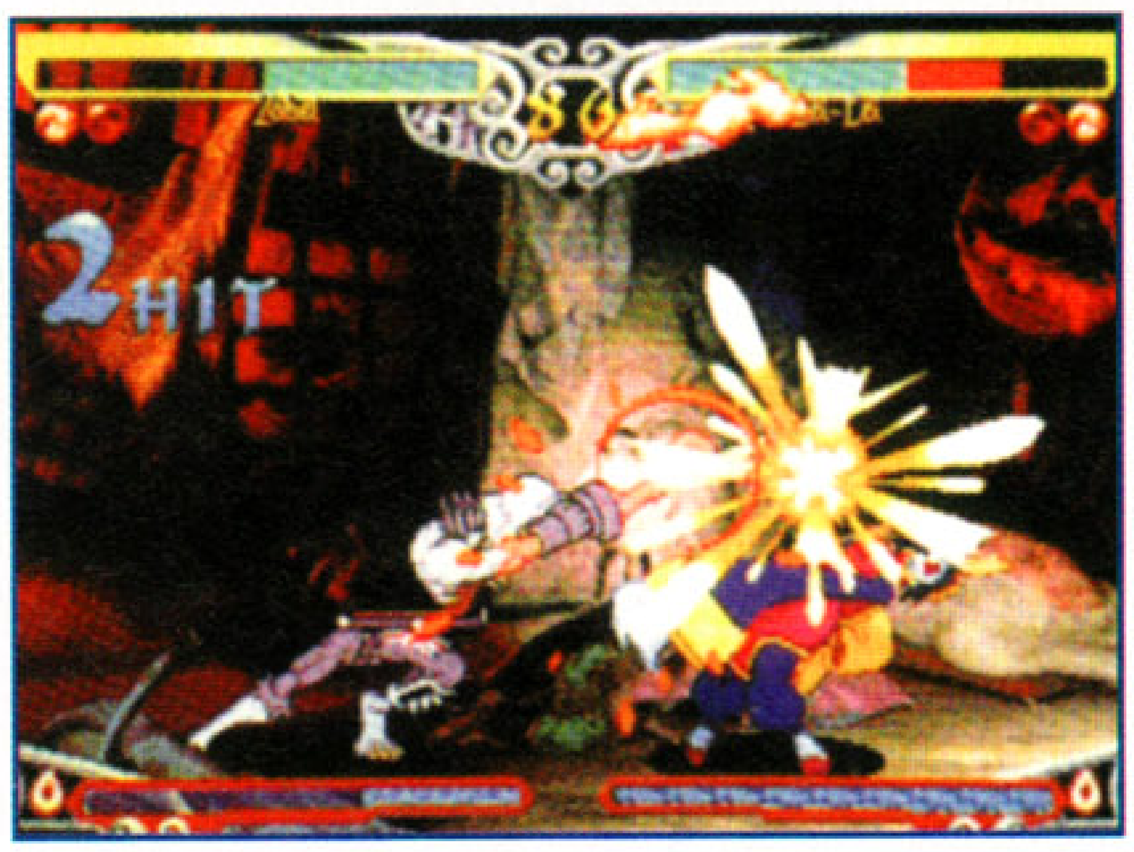


CAPCOM

DARKSTALKERS - Jedah's Damnation

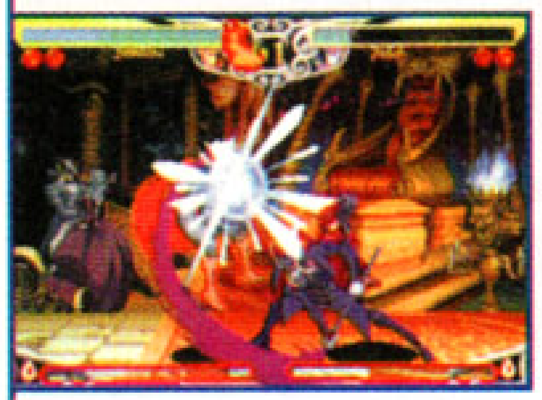
BY	CAPCOM
BOARD	CP-SYSTEM II
TYPE	BEAT EM UP
COMPLETE	56%

Third in the series of Capcom's popular supernatural beat 'em up series, Dark Stalkers: Jedah's Damnation contains exciting new features and powerful new characters. Capcom have refined the look of the graphics considerably, and are now surely pushing the CP-SYSTEM II board to its limits. All the characters have brand new stages except for Demitri, who still has his old throne room. There's no more "Round" system to slow down your fighting pace. Instead, Capcom have introduced the "Damage Gauge System". This gives more chances for counter attacks and makes the battles more exciting. Dononvan, Phobos and Pyron are out on their ears, but there are four brand new characters to get to grips with. Lilith is an alternate incarnation of Morrigan, B B Hood is a well armed female bounty hunter, Q-Bee is insect like girl with a range of sting based attacks, and finally there's Jedah, touted as Messiah of the Darkness and an all round evil bloke.

















BATTLE CIRCUIT

BY	CAPCOM
BOARD	CP-SYSTEM II
TYPE	BEAT EM UP
COMPLETE	80%

Battle Circuit is a sideways-scrolling beat-em-up for up to four players. You can choose your team from a selection of five cyborg characters, which are able to upgrade their powers by purchasing new special moves at the cyber-software shop. Such upgrades could either be basic abilities such as Power Up, Defence Up, Vitality Up etc or new attacks such as Heat Kick or Death Blow. To collect money for these upgrades the players have to either pick up coins off the streets or earn special rewards for completing each mission. One novel feature is the "BATTLE DOWNLOAD". Using this enhances the entire team's power for a short while. To use it all you have to do is charge up the Download Energy. There's been a dearth of scrolling beat 'em ups recently, so Battle Circuit comes as a breath of fresh air.







The CPS-II board is stretched to its limits with this phenomenally ace looking game!



NAMCO

ALPINE RACER 2

BY	NAMCO
BOARD	SUPER SYSTEM 22
TYPE	SKING
COMPLETE	100%

Alpine Racer 2 was unveiled at last year's JAMMA show, but now the finished version is available, with various nips and tucks apparent. With the communication cable there are a couple of two-player modes. In Race Mode, the two skiers play a chasing game with a rubber band effect, whilst in Time Trial Mode, the two skiers race at the same time with no handicaps. A new feature added since last time is the selectable character feature. Depending on the type of skiing you want to do and your own ability level you can choose from Beginner, Mogul and Downhill Racer. Namco have also created a new, compact cabinet that only requires about half the room of the rather large DX Alpine Racer cabinet.







ARMADILLO RACING:

BY	NAMCO
BOARD	SUPER SYSTEM 22
TYPE	RACING
COMPLETE	80%

Despite being Sony's bum chums, Namco still cut it in the arcades. And now they've come up with a fantastically bizarre concept, Armadillo Racing! The game allows up to four players to race armadillos around two of courses set in the steamy jungles of South America. The two courses offer either an obstacle race or a sprint race, and both are packed with colourful jungle graphics. Complete a solo game and you are rewarded with an entry pass to the sadistic armadillo bowling contest that is also held in the jungle. As you'd expect, controlling the direction of the armadillos is not just a case of simply moving a joystick from left to right. Armadillo Racing uses a large track ball installed in an upright cabinet. Your armadillo runs in the direction you spin the ball, and the faster the ball spins, the faster the little tyke runs. With a winding route dotted with obstacles, narrow platforms to cross and four competing armadillos also battling for first place, it's a lot harder than it sounds. At several points on the course the course splits, with some routes being better than others. Although you may know which is the best path to take, the problem is that the routes are so narrow you sometimes aren't able to control your armadillo accurately enough, and end up going via the long route instead of the short cut. Our minions tell us that Armadillo Racing has been spotted in the Namco Wonderpark in London, so if you fancy your chances with the armoured critters, get on down there.







TAITO

ARKANOID RETURNS

BY	TAITO
BOARD	UNKNOWN
TYPE	PUZZLE
COMPLETE	UNKNOWN

The game-more-famously-known-as-Breakout returns, and in this age of Model 3 technology, you have to ask yourself, why? Ten years on from the original, Arkanoid Returns offers simultaneous two-player action, 100 stages and assorted new power ups. Tune in next month for Space Invaders: The Next Generation. Seriously though, Arkanoid promises to return more to the realms of gameplay as opposed to fancy graphics so it will be interesting to see if it pays off...





Breakout for the nineties in this new version of the late eighties rendition of the late seventies original!

GO BY TRAIN

BY	TAITO
BOARD	UNKNOWN
TYPE	TRAIN SIM
COMPLETE	UNKNOWN

Now don't laugh, as Go by Train! was one of the most popular games at AOU, played more, in face, that House of the Dead. It is, in essence, a train simulator. The are no train mounted lasers, no dramatic roof-top chases and no power-ups. Just the train. Don't expect to see this in UK arcades, unless they modify it so that everything runs late, then not at all.







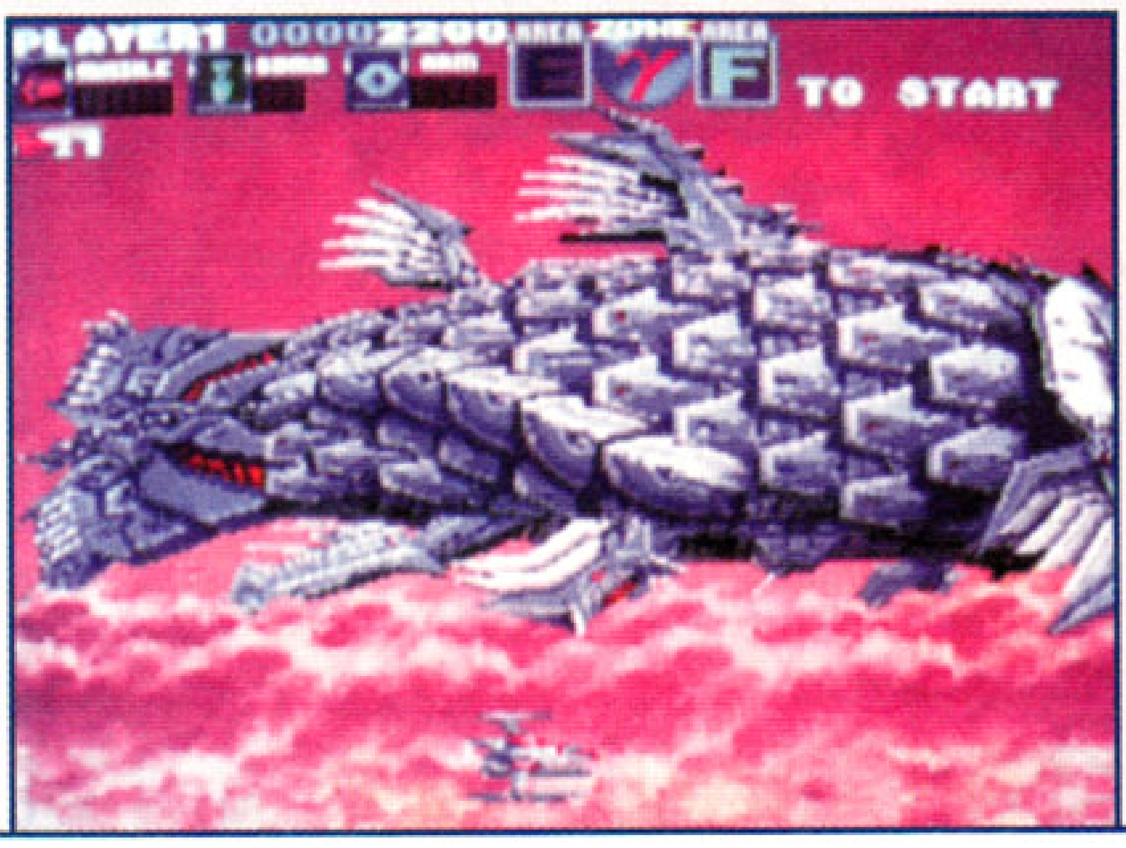
A very bizarre title by our standards with little going on. However, child-like train-driving fantasies shared by all made this a real hit of the show.

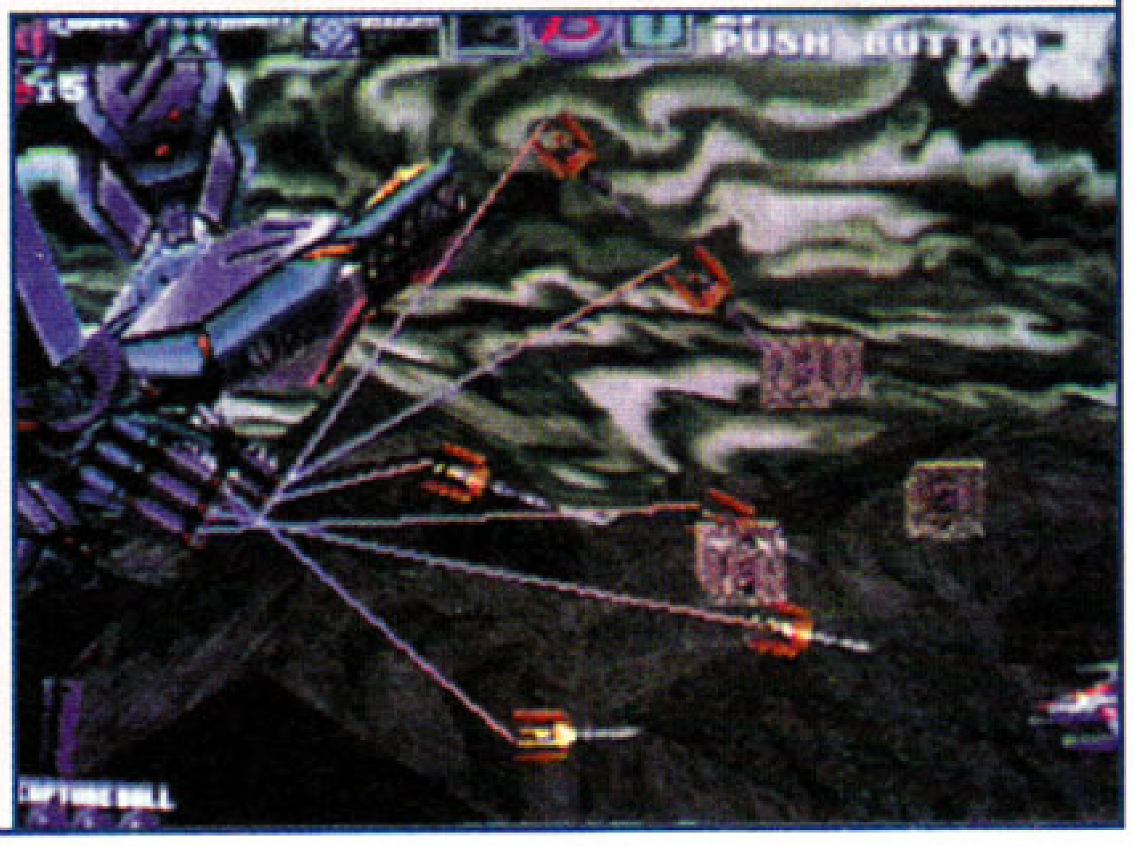


G DARIUS

BY	TAITO
BOARD	UNKNOWN
TYPE	SHOOT EM UP
COMPLETE	60%

Having tantalised everybody at last year's JAMMA Show with a video demo of G Darius, Taito exhibited a playable version at AOU '97. Now in full 3D, G Darius expands on the themes seen in previous games. The route through the game now changes during the levels - for example in the Aqua Zone you have the choice of continuing to fly above the water, or you can sink down beneath the waves. Depending on your chosen route, both the way the boss attacks and the various weaponry equipment it carries changes. The popular middle boss capture system that was used in Darius Gaiden has now been considerably enhanced to cover almost every thing in the game. Fire a Capture Ball at one of the mid-air enemies, and if it strikes, the enemy becomes your ally and fights along side you. Players can also transform captured enemies into energy and then use it to unleash a powerful beam attack.





KONAMI

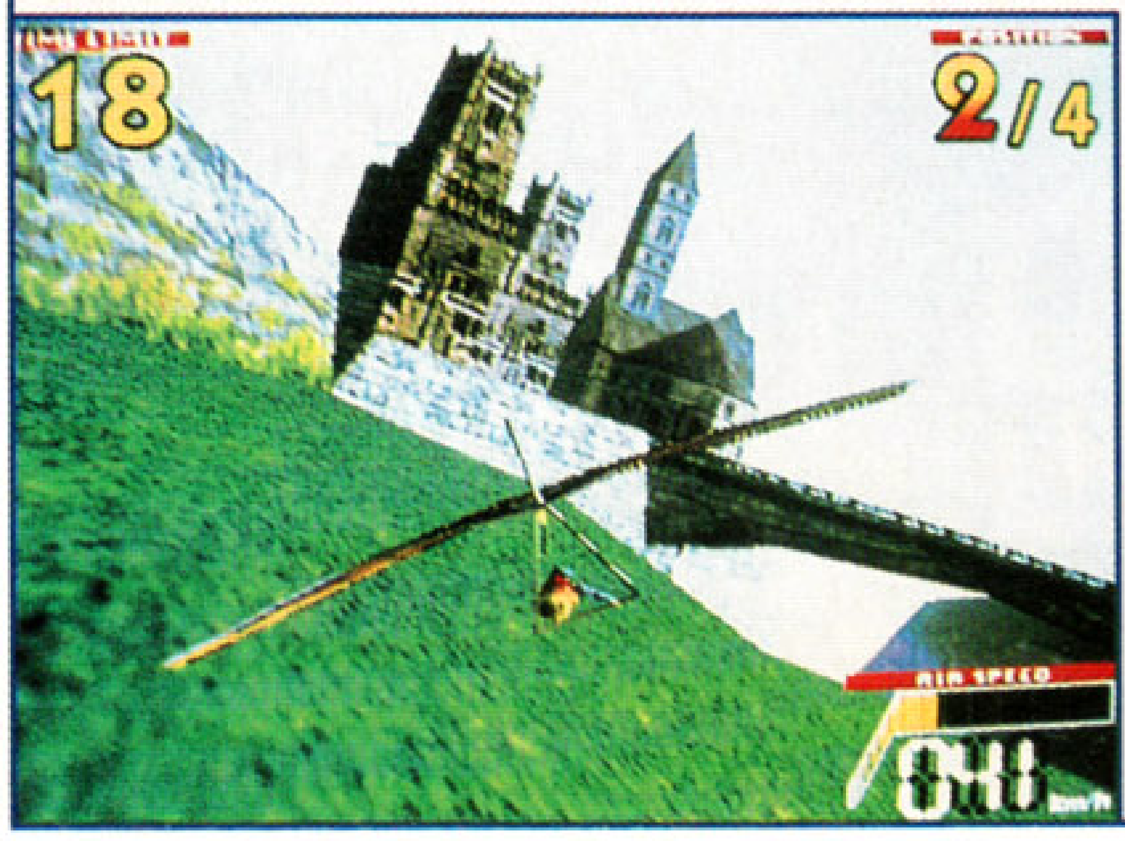
HANGPILOT

BY	KONAMI
BOARD	UNKNOWN
TYPE	HANG GLIDING
COMPLETE	UNKNOWN

A spiritual successor to Namco's Prop-Cycle, Hang Pilot could well be the ultimate in flying experiences. Featuring two monitors, giving an ahead view and a closer look at the ground beneath you, the aim of Hang Pilot is to race your hang glider against the clock across an open course. You are free to choose your own route, but there are several check points along the way, which you have to pass through.

There are 4 view points to choose from, including both a "Behind View" where you can see the entire hang-glider and a "Pilot's Eye View" where you can see only the handle bar and the front-tip of the hang-glider which gives an excellent sensation of speed. The game is controlled by a realistic handle bar, by pulling and pushing the handle bar, you can control the angle of the hang-glider's wing. A large foot plate at the bottom of the cabinet is used to turn your hang glider left and right.

There are three different courses available, but only two were playable at AOU. Resort Island is designed for beginners. With a fairly level slope and limited obstacles,it's the place to master the techniques you'll need for the more difficult levels. Wild Valley is a well designed alpine course with numerous trees and cliffs along the way. This course in particular makes good use of the lower monitor for choosing your flight path with care.





OPERATION THUNDER HURRICANE

BY	KONAMI
BOARD	UNKNOWN
TYPE	CARNAGE
COMPLETE	UNKNOWN

This is more like it, Operation Thunder Hurricane is Gunblade style blast fest with a difference - the bullets just keep on coming! The massive 50 inch screen on the cabinet throws you right onto the battle field, and the guns are the best we've ever seen in this type of game. Weighing in at a hefty 3kg, you'll need both hands to wield the awesome machine gun, and unlike previous games of this type,it's not mounted on the cabinet, so you can enjoy free-style shooting action. But the best part is that there's no ammo limit - you can keep your finger on the trigger and give the baddies a good Gatling massage. There are five non-stop action stages, set in different types of terrain, and the whole thing is helicopter based, so you get swooping camera angles, as in Gunblade. We like.









FLY! POLYSTARS

BY	KONAMI
BOARD	UNKNOWN
TYPE	UNKNOWN
COMPLETE	UNKNOWN

In stark contrast to Operation Thunder Hurricane, Fly! Polystars is a comical 3D shooting game in the spirit of games like the Twin Bee series. The paper thin plot tells of a beautiful textured polygon land being taken over by the flat shaded forces of doom. Criminy. Controlling one of the Polystars, your task is to defeat the evil polygon forces by fighting over 7 massive stages, each of which has an unique theme. There are variable viewpoints, the usual range of power ups and, of course, cute stuff by the bucket load. For those of you fed up with endless iterations of Parodius, the 3D action in Polystars might be right up your street.

ROUND-UP

REAL BOUT SPECIAL

BY	SNK
BOARD	NEO GEO
TYPE	BEAT EM UP
COMPLETE	100%

It's been out for quite a while now, but is still doing very well in the arcade game charts. In third place, after VF3 and Virtual On, the considerably enhanced Real Bout Special continues to go from strength to strength. SNK fans will go ape for it, Capcom fans won't care for it, and we'll leave it at that.







SNK's commitment to their Neo Geo module arcade system remains as firm as ever and the company used the AOU show to reveal another Fatal Fury game - this time a special rendition of the well-received Real Bout title. What was also exciting was the company's announcement of a 64-bit system, with demos of Samurai Shodown running on the new hardware. King of Fighters should appear too.

MAXIMUM FORCE

BY	ATARI
BOARD	UNKNOWN
TYPE	LIGHT GUN SHOOTING
COMPLETE	100%

The sequel to Area 51, Atari's last mediocre shooting game, Maximum Force claims to contain awesome graphics and great sound. Best played with a friend on the huge 39 inch display cabinet for the full impact of the 'super-realistic' visuals, Maximum Force is essentially Area 51 with a lick of paint. Leave it.



Maximum Force... Area 51 returns as bad as ever.





SOL DIVIDE

BY	PSIKYO
BOARD	UNKNOWN
TYPE	SHOOT EM UP
COMPLETE	100%

Psikyo, previously famous for the excellent Strikers 1945 series, have once again opted for a sideways scrolling shoot'em up but, this time they've entered the fantasy world of sword and sorcery with Sol Divide. The gameplay revolves around an 8-way joystick and three buttons: shot, magic and magic select. Players need to collect magical items to use against your monstrous foes. There are 11 types of magic attack available, and there are three playable characters to choose from. Depending on which character you choose, there are changes to the levels with possibly different opening and ending scenes as well, as in Strikers 1945. Boasting a





palette of 260,000 colours, the screen is alive with a literal rainbow of colours with detailed rendered shading for all the background scenery. In addition, all the characters, monsters and magical attacks have been modelled with computers so the smoothness of the movement is top notch.



WIN STREET FIGHTER 3 CLOCK!

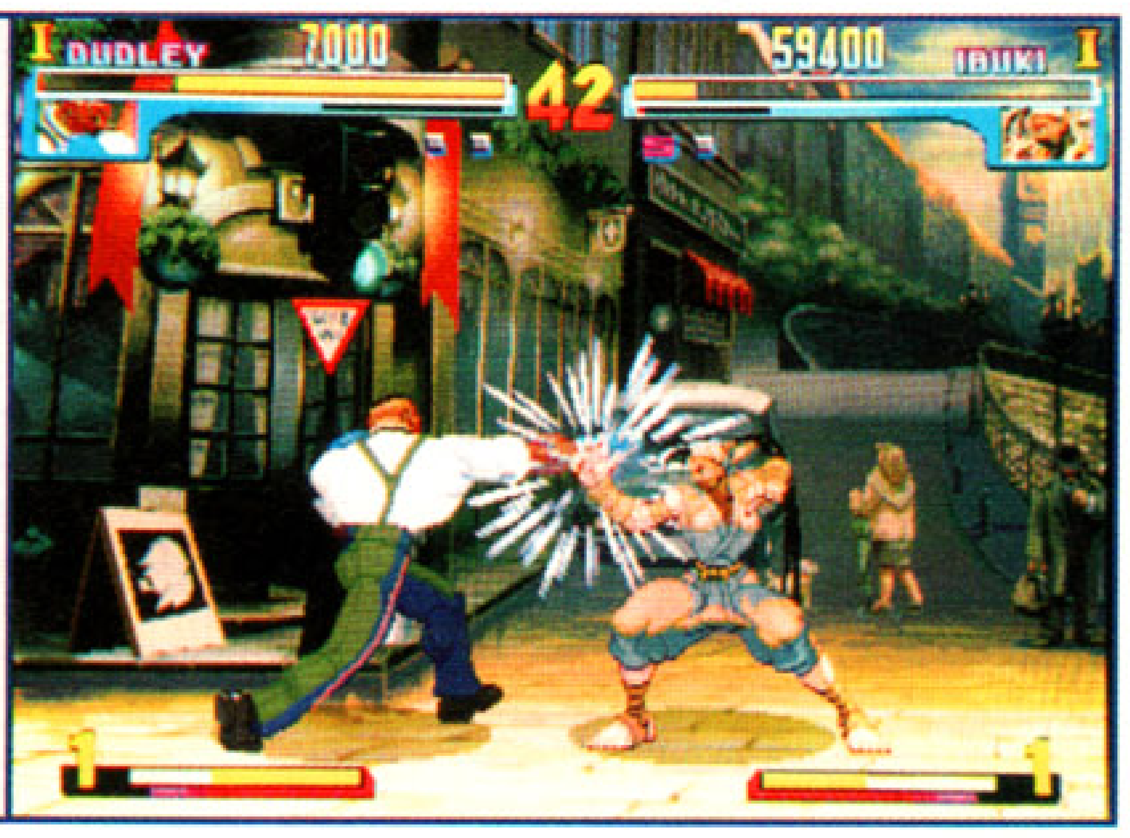
Capcom have given us a rather splendid Street Fighter 3 timepiece to pass on to one lucky SEGA SATURN MAGAZINE reader. This quality chronometer features awesome Capcom artwork printed on a CD style backing. The ultimate merchandise for the ultimate SF fan, it could be yours if you answer this question correctly:



What's the name of the English boxer in Street Fighter 3?

Answers on a postcard to:

STREET FIGHTER 3 TIMEPIECE COMPO, SEGA SATURN MAGAZINE, 37-39 Millharbour, Isle of Dogs, London E14 9TZ.



OUT NOW

AREA 51
BY GT INTERACTIVE £39.99 72%

After months of suffering a gaming draught when it comes to Virtua Gun action, the peripheral is finally getting the recognition it deserves with all manner of shooting titles arriving for the Saturn. We've had Cop 2, Die Hard Trilogy, Chaos Control (cough cough) and Mighty Hits. Now we have further arcade conversion action in the form of Williams' Area 51 - a game originally developed by Atari, would-you-believe-it. Although there are Williams logos all over the shop, they actually had very little to do with the game handing the conversion work to Tantalus - who also produced this month's winner Manx TT SuperBike.

The actual gameplay is pretty standard shooting fare in the style of Virtua Cop. Only not as good. You see, rather using polygon finery as AM2's shooting games have done, Area 51 opts instead for a full-motion video screen with day-glo sprites overlaid onto the proceedings. The result is a visually messy game that's not even as smooth as Cop or Cop 2. Gameplay-wise, Area 51 is quite good fun to play and has myriad secrets for you to find.

Unfortunately, despite the closeness of the conversion (everything is there bar a full-screen window), Area 51 just can't compete against the mighty Virtua Cop series. Putting the games



side-by-side, it's clear to see that the games you probably already have in your collection are far, far more worthy of your attention than this particular number.

Those expecting a close conversion of the arcade probably won't be too disappointed by what Area 51 has to offer, but to the rest of us brought up on fine Sega arcade conversions, it's clear that this GT-produced title is too little, too late.

MANX TT SUPERBIKE
BY SEGA £44.99 91%

GAME OF THE MONTH SEGA SATURN MAGAZINE

Yet another AM-originated arcade machine arrives on the Sega Saturn and once again the machine does us proud with an excellent conversion. Let's get something straight right away - despite Manx being the pseudo-sequel to Rally in the arcades, on Saturn the titles are in different leagues. The latter remains the very finest road racing experience on the Saturn with the ultimate in presentation, graphics and playability. That's not to say that Manx isn't great - far from it. In actual fact, the game's very cool indeed.

Graphically, Manx TT SuperBike is very close indeed to the arcade original. Of course there have been compromises in terms of frame rate and resolution. However, the result is cool - there's still plenty of detail and the update remains pretty much constant at 30 frames per second (the same as Sega Rally).

Where the game does suffer is in the presentation and sound departments. The latter is most forlorn indeed - although the engine noise is pretty decent, the music is absolutely atrocious. True, it is pretty close to the arcade original, but that's not excuse. In terms of presentation, Manx suffers as well - compared to Rally and Daytona CCE, there's a severe lack of selectables to fiddle with (the slower car boost and head starts in two-player mode sticking out particularly).

However, the good news is that where it counts, Manx TT more than cuts the mustard. Playability-wise, the game is excellent, with the handling in particular standing out, the sense of speed superb. The game's tough too, with two different challenge classes to work your way through.

The arcade game's main problem was the lack of courses - there are only two - and this remains the biggest difficulty that Manx TT has to overcome. The inclusion or reverse mirror versions of the courses does help, but as we said last issue, some wet-weather or night-time racing would have really helped to boost the longevity of the game.

As it is, Manx TT more than delivers as an arcade conversion and just about overcomes its lastability problems with its multiple bikes, SuperBike mode and reverse mirror frippery. Sega Rally is still the undisputed master racer, but Manx TT is a preferable alternative to the recently released Daytona CCE. As such Manx definitely scoops this month's coveted Game of the Month award for excellence.





IRON MAN/ X-O MANOWAR
BY ACCLAIM £44.99 41%

Acclaim can be just plain strange at times. Marvel Comics' Iron Man isn't exactly one of its most popular characters (although the recent relaunch of the comic has been most successful indeed), but it does seem very weird to team him up with Acclaim comics rendition of the same character - X-O Manowar.

From the smart cover artwork, you might think that this game is an excursion into Render City, with all manner of 3D loveliness awaiting you. The sad fact is that all the rendering amounts to some Rise of the Robots style sprites



plonked into an awful sideways scrolling platform blasting... thing.

One or two players indulge in the shooting frenzy, which basically involves gunning down everything that moves, including some particularly cheap end-of-level bosses. Even the obvious showdown between IM and XO has been ignored in favour of some cackola teaming up activities... and to add insult to injury, there's hardly any difference between the two characters.

Acclaim have really let us down of late with software ranging from average to poor, and this is probably their worst Saturn game to date... no mean feat when you consider that the company is also behind the abysmal Batman Forever Arcade (which, it has to be said, we over-rated when we first reviewed it). As it is, this game is clearly one of those sad titles that shambles in post Christmas, destined to remain on the store shelves for all eternity (or at least until the Saturn is dead).

NORSE BY NORSEWEST
BY INTERPLAY £44.99 89%

Anyone remember Lost Vikings on the Megadrive? Coming from Interplay, the game managed to combine decent platform gaming action with a very good puzzle element, with players taking control of multiple vikings, each with their own strengths and weaknesses - the idea being to use them as a team.

Norse by Norsewest is the long awaited sequel, offering much the same kind of thrills (and indeed spills) as Lost Vikings before it. The thing is, the for-



mula still works pretty well, and despite its very 2D nature, Norse by Norsewest is most entertaining indeed - and like its predecessor, it's one of a kind. For many Saturn owners, that's reason enough to purchase this fine game.

SPOT GOES TO HOLLYWOOD
BY VIRGIN £34.99 70%

One of the biggest conundrums of 1997 must be: what went wrong with Spot Goes to Hollywood? The game has been in development for years, and Virgin's expenditure in terms of man-hours must have been stupendous, since they put their very best team to work on the game.



The overall result is disappointing - although the graphics are excellent, the gameplay is too linear and pre-

dictable. The control system is disappointing too, with many frustrating deaths occurring when it simply isn't your fault. In its favour, there are very little games like this on the Saturn, and it is cheaper than most games at £35, but you really get the idea that Virgin should have released this a good 18 months earlier than they did.

MEGAMAN X3

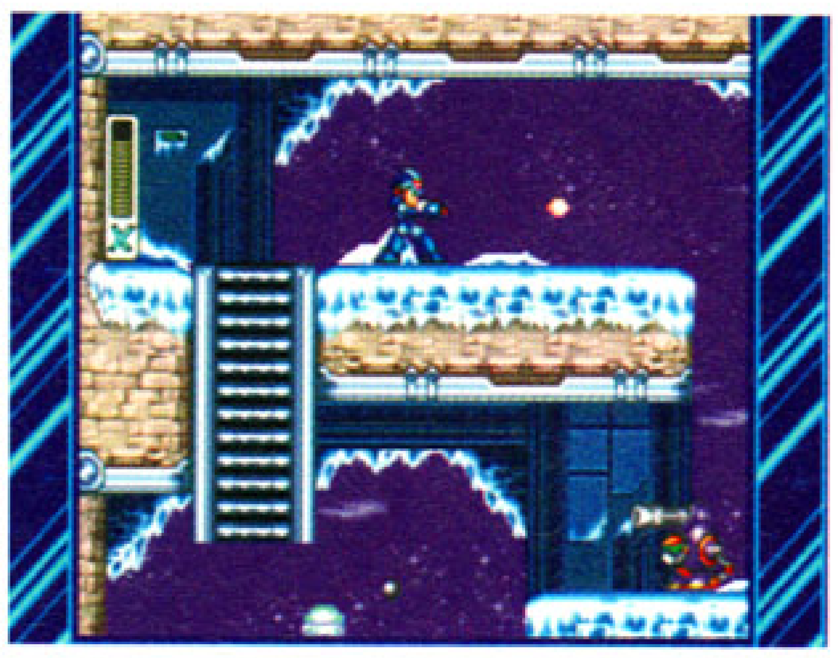
BY CAPCOM £44.99 66%

Capcom are rightly renowned for their 2D brilliance - after all, the Street Fighters and X-Mens of the Saturn world are frankly spectacular and superb for portraying the Sega machine's inherent mastery of sprites and backgrounds. And now Capcom return with another 2D extravaganza - Megaman X3.

Megaman made his debut on the old 8-bit Nintendo, and to be honest, although the graphics have improved marginally, the gameplay hasn't. Megaman simply traverses platform levels, shooting meanies before taking on an end-of-level boss, whom, once defeated, hands over his special weapon for Megaman's use.

This is very much a dull affair, with Megaman offering absolutely nothing new over previous incarnations of the game on lesser powered systems. Capcom appear to have realised this and their latest Megaman offering in Japan, Megaman 8, is far superior to what is on offer here.

But to be honest, the whole concept is perhaps too 8-bit to be really



worthwhile on a system as powerful as the Saturn. Perhaps Capcom should stick to their arcade conversions and excursions in 3D (Resident Evil), because Megaman really is showing his age. Alternatively, the company should seriously consider more than a cosmetic facelift to the formula because this game is getting a bit long in the tooth.

MASS DESTRUCTION

BY SEGA £44.99 87%

NMS Software are previously responsible for Tilt! - a most playable and realistic pinball simulation for numerous platforms, including the Saturn. Now they return with a title extremely suited to the Sega machine's capabilities - Mass Destruction. The game is best described as Return Fire meets Soviet Strike. It's clear that the basic look and feel of the game is very Return Fire, with missions structures and what-not imported directly from the Strike games. This is a Good Thing, especially as NMS have added in the incentive to rack up high-scores, harkening back to the good old days when games were about getting a highscore as opposed to completing them.

All this apart, the centrepiece of Mass Destruction is the awesome graphics engine. It's super-smooth, running at a mega 60 frames per second, and also happens to include some of the most incredible pyrotechnic effects yet seen in a Saturn game. There's a real satisfaction to instigating these explosive effects, especially since just about everything in the entire game can be brought down.

Mass Destruction really stands apart from the average Saturn title by being extremely original in terms of both concept and execution. In fact, the only reason why it didn't score in the nineties is the heinous omission of the Return Fire two-player mode. A split-screen (or even link-up) game based on this engine would be something utterly brilliant - and considering the popularity this game is bound to provoke, two-player action should be the centrepiece of the inevitable sequel.



ALSO OUT NOW

ACTUA GOLF	£44.99	90%
ALIEN TRILOGY	£44.99	85%
ALONE IN THE DARK 2: JACK'S BACK	£39.99	52%
ATHLETE KINGS	£44.99	90%
BAKU BAKU ANIMAL	£29.99	93%
BATMAN FOREVER	£39.99	43%
BLAM! MACHINEHEAD	£44.99	84%
BLAST CHAMBER	£44.99	63%
BLAZING DRAGONS	£39.99	23%
BIG HURT BASEBALL	£44.99	58%
BREAKPOINT	£44.99	78%
BUBBLE BOBBLE PACK	£29.99	92%
BUG!	£49.99	79%
BUG TOO!	£44.99	85%
CHAOS CONTROL	£39.99	56%
CLOCKWORK KNIGHT	£39.99	64%
CLOCKWORK KNIGHT 2	£39.99	83%
COMMAND AND CONQUER	£49.99	94%
CRIME WAVE	£39.99	73%
CYBERIA	£39.99	77%
CYBER SPEEDWAY	£39.99	66%
D	£39.99	78%
DARIUS GAIDEN	£29.99	79%
DARK SAVIOUR	£49.99	92%
DAYTONA CCE	£49.99	90%
DAYTONA USA	£49.99	92%
DEFCON 5	£44.99	67%
DESTRUCTION DERBY	£39.99	68%
DIE HARD ARCADE	£44.99	80%
DIE HARD TRILOGY	£44.99	90%
DIGITAL PINBALL	£39.99	59%
DISCWORLD	£39.99	72%
DOOM	£44.99	56%
EXHUMED	£44.99	95%
EURO '96	£44.99	76%
FIFA '96	£39.99	70%
FIGHTING VIPERS	£49.99	94%
FIRESTORM	£44.99	84%
GALACTIC ATTACK	£39.99	62%
GEX	£39.99	59%
GOLDEN AXE: THE DUEL	£39.99	75%
GRID RUN	£34.99	79%
GUARDIAN HEROES	£44.99	93%
GUNGRIFFON	£44.99	88%
HANG ON '95	£39.99	60%
HARDCORE 4X4	£44.99	76%
HEBEREKE'S POPOITO	£39.99	68%
HIGHWAY 2000	£39.99	60%
THE HORDE	£39.99	88%
IMPACT RACING	£39.99	85%
JEWELS OF THE ORACLE	£39.99	60%
JOHN MADDEN 97	£44.99	92%
JOHNNY BAZOOKATONE	£44.99	38%
JVC VICTORY BOXING	£44.99	80%
KRAZY IVAN	£39.99	75%
LOADED	£44.99	80%
MAGIC CARPET	£44.99	88%
MANSION OF HIDDEN SOULS	£39.99	48%
MIGHTY HITS	£29.99	67%
MARIO ANDRETTI RACING	£44.99	83%
MYSTARIA	£39.99	79%
MYST	£44.99	71%
NBA JAM EXTREME	£44.99	70%
NBA JAM TE	£39.99	73%
THE NEED FOR SPEED	£39.99	75%
NFL QUARTERBACK	£44.99	78%
NFL QUARTERBACK CLUB 97	£44.99	65%
NHL HOCKEY	£44.99	76%
NHL HOCKEY 97	£44.99	84%
NIGHTS	£59.99	96%
NIGHT WARRIORS:DARKSTALKERS REVENGE	£44.99	93%
OLYMPIC SOCCER	£39.99	84%
OPERATION BLACKFIRE	£39.99	75%
PANZER DRAGOON	£49.99	86%
PANZER DRAGOON 2	£49.99	93%
PEBBLE BEACH GOLF	£39.99	77%
PGA TOUR GOLF 97	£44.99	68%
PRO PINBALL: THE WEB	£49.99	70%
RAYMAN	£44.99	59%
REVOLUTION X	£39.99	40%
ROBOTICA	£39.99	55%
SEA BASS FISHING	£39.99	80%
SEGA AGES	£39.99	91%
SEGA RALLY	£49.99	97%
SHELLSHOCK	£44.99	73%
SHINOBI-X	£39.99	69%
SHOCK WAVE ASSAULT	£39.99	55%
SIM CITY 2000	£39.99	58%
SLAM 'N' JAM	£39.99	69%
SONIC 3D BLAST	£44.99	82%
SOVIET STRIKE	£44.99	90%
SPACE HULK	£39.99	90%
STARFIGHTER 2000	£39.99	72%
STREET FIGHTER ALPHA	£44.99	93%
STREET FIGHTER ALPHA 2	£44.99	95%
STREET FIGHTER THE MOVIE	£44.99	43%
STREET RACER	£44.99	82%
STRIKER '96	£44.99	75%
TEMPEST 2000	£24.99	80%
THEME PARK	£44.99	85%
THREE DIRTY DWARVES	£39.99	65%
TILT!	£34.99	85%
TIME WARNER'S VIRTUA RACING	£44.99	59%
TITAN WARS	£39.99	53%
TOMB RAIDER	£44.99	94%
TOSHINDEN REMIX	£44.99	66%
TOSHINDEN URA	£44.99	60%
TRUE PINBALL	£39.99	71%
TUNNEL B1	£44.99	85%
ULTIMATE MORTAL KOMBAT 3	£44.99	91%
VALORA VALLEY GOLF	£39.99	74%
VIRTUA FIGHTER KIDS	£39.99	91%
VICTORY GOAL	£39.99	57%
VIRTUA COP	£44.99	94%
VIRTUA COP 2	£44.99	95%
VIRTUA FIGHTER	£49.99	91%
VIRTUA FIGHTER 2	£49.99	98%
VIRTUA FIGHTER REMIX	£29.99	91%
VIRTUA OPEN TENNIS	£39.99	68%
VIRTUAL ON	49.99	94%
WING ARMS	£39.99	68%
WIPEOUT	£39.99	86%
WORLD CUP GOLF	£49.99	68%
WORLD SERIES BASEBALL	£39.99	81%
WORLDWIDE SOCCER '97	£44.99	94%
WORMS	£49.99	83%
WWF WRESTLEMANIA	£39.99	80%
X-MEN: CHILDREN OF THE ATOM	£49.99	92%

Introducing...

JURASSIC PARK 2: THE LOST WORLD



The benefits of a full 3D textured environment become obvious when you see the game in motion - the camera angles can make for some impressive-looking visuals.







Jurassic Park 2: The Lost World (to give it its full title) is undoubtedly the biggest movie of the summer, regardless of the surefire success of the forthcoming Batman and Robin. It sure is a shrewd move on Sega's part to snap up the videogame rights and get a decent rendition of the movie up and running on the Saturn first.

So... what's going to be the number one grossing movie at the box office this summer? Batman and Robin? Hmmm... it's possible. However, the smart money here at SEGA SATURN MAGAZINE is firmly pinned on Jurassic Park 2: The Lost World, currently being filmed by a certain Steven Spielberg...

SEGA SATURN MAGAZINE has checked out a very, very early version of the game, which is tentatively scheduled for a September/October release. Indications are that the game is actually going to be quite cool. Some of our readers may remember the crumbly old Megadrive Jurassic Park game which enabled you to be either Dr Grant or alternatively a 'Raptor. Well, in the Saturn game of the sequel, you control dinosaurs only, with a range of the reptilian monstrosities available to control including the aforementioned 'Raptor.

But what's the game like? Well, take a look at the Pandemonium feature earlier on in the issue. The Lost World features gameplay of a similar ilk in that it's all platform-based but with a very definite 3D angle, with some great-looking floating camera viewpoints - again like Crystal Dynamics' Pandemonium. The levels are all based on situations from the film (apparently), and it has to be said that the smoothness and fluidity of the update is pretty cool indeed.

As we mentioned earlier, not a huge amount of progress on this particular project has been made as the game is still quite early in its developmental cycle. However, with the developers behind the likes of Ecco the Dolphin and the forthcoming Sky Target, you can be guaranteed that you're in for a technically proficient game.

To be honest, it's a bit early to give The Lost World the preview treatment, but rest assured, as soon as the game gets a bit more meat about its visually impressive bones, we'll give you more screenshots and more information.

In the meantime, all we can say is, yes it's looking quite cool and certainly, this bunch of screenshots don't really do the game justice...



Pandemonium any one? It is quite similar...



If some of the screenshots look a little spartan, it's certainly worth remembering that the Saturn version of the game is only in the very beginnings of production. However, it's a great demo for the 3D graphics engine, which is certainly on a par with (if not slightly superior to) Crystal Dynamics' Pandemonium which is exclusively revealed earlier in the issue.



The enemy dinosaurs look like most impressive polygon constructions.

Dear Newsagent,
What is life without the existence of SEGA SATURN MAGAZINE? Worthless. Insignificant. That's what. Therefore I beseech you to put the mag aside for me on a monthly basis so I will never miss a single issue. Oh go on.

NAME ______________________

ADDRESS ______________________

____

____

____

NEXT MONTH...



All going well we should have the mother of all cover-mounted demo CDs! We can't fully confirm details at this time, but suffice to say, it should be awesome! Plus: we'll be following up progress on Duke Nukem 3D and Quake, we'll be reviewing Pandemonium, Scorcher and the UK version of Fighters MegaMix and on the cover we'll have... something brilliant! Come on, have we disappointed you yet...?

SEGA SATURN MAGAZINE, JUNE ISSUE, ON SALE MAY 14.



"WE COULD GIVE IT UP
TOMORROW,
NO PROBLEM."
PlayStation
PlayStation Magazine STARPLAYER 9/10
"THE GREATEST MULTI-PLAYER GAME FOR THE PLAYSTATION" 94% - PLAYSTATION PLUS
"MIND YOU,
WE SAID THAT
YESTERDAY."
MAXIMUM MULTI-PLAYER RACING
THE ORIGINAL
Micro Machines
SCALE MINIATURES
48 HEAD-SPINNING 3D TRACKS. 32 VEHICLES. LOADS OF WEAPONS.
STARTING'S EASY. STOPPING'S THE HARD PART.
BREAKNECK RACING FOR 1 TO 8 ADDICTS
V3
Codemasters
pure gameplay
www.codemasters.com
© 1996 The Codemasters Software Company Ltd (Codemasters). Micro Machines is a registered trademark owned Lewis Galoob Toys, Inc. Codemasters is using the trademark for this product pursuant to a licence. Codemasters is not affiliated with Lewis Galoob Toys, Inc. PlayStation and " " are trademarks of Sony Computer Entertainment, Inc.